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**Recreation
Activities
for
Adults**

ed by National Recreation Association

an ASSOCIATION PRESS book

Here's a book for young adults . . . and adults who want to stay young!

It's a fun book for mixed groups at home, club, school, church—that shows you how to enjoy hundreds of indoor and outdoor activities, games, sports and hobbies.

You get detailed directions for table and floor games, quizzes, pencil and paper games, stunts, contests, pantomimes, skits, charades, musical games, etc.

Outdoor games, with and without equipment, are described for both small and large groups . . . with a special section devoted to water sports. Another special section shows you how to organize and conduct good times. And don't miss the list of "ice-breakers."

SOME OF THE REVIEWERS' COMMENTS:

"Will be a boon to host and hostess in entertaining friends at home, as well as the social committee, and recreation leaders."

—Henry Nicholson, *Rochester (N. Y.) Democrat & Chronicle*

"Will guide the social committee of adult groups into an almost limitless number of games, activities and stunts. . . . A credit to the National Recreation Association."

—*St. Louis Post-Dispatch*

"Will be useful in clubs, church groups, and homes."—*American Library Association Booklist*

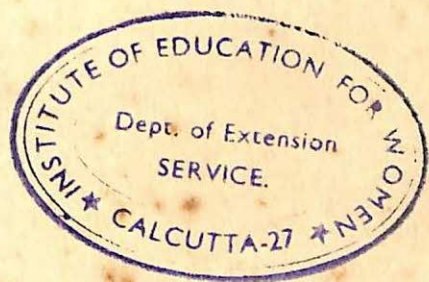
"Especially useful for young adult groups and family church night committees."—*International Journal of Religious Education*

"A carefully planned collection containing many new and diversified ideas. . . . The efficient approach is a happy change from the long and complicated directions so often found in books of this type. . . . Written in a style understandable to everyone. . . . Can be recommended as a 'must' for parish leaders and institutional program directors alike."—Rev. Harold S. Engel, *The Catholic Charities Review*

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RECREATION ACTIVITIES

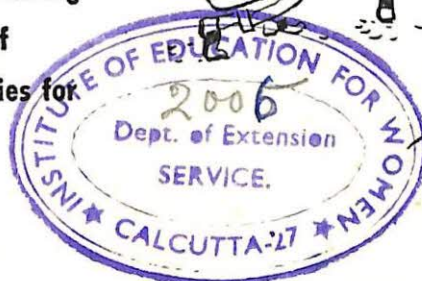
FOR ADULTS

Prepared by the staff of
NATIONAL RECREATION ASSOCIATION

RECREATION ACTIVITIES FOR ADULTS



A Guide to the Planning
and Conducting of
Recreation Activities for
Adult Groups



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ACKNOWLEDGMENT

A book such as "Recreation Activities for Adults" represents in a very real sense the whole recreation movement. Much that is printed here has come out of the movement as a whole, has come from volunteers, paid recreation leaders, mothers, fathers—has come from many different societies.

The contributors to the Association in various cities, the sponsors who receive their gifts, the local recreation workers, and many recreation specialists have had a part in the preparation of this book.

The material in this book has been brought together by George D. Butler, of the staff of the National Recreation Association.



FOREWORD

During the war the National Recreation Association published *Recreation for Men*, a timely manual that was useful to recreation leaders in planning and conducting activities for men in servicemen's groups, church groups, labor unions, and civic clubs. In peacetime more normal mixing brought about the need for a guide to games, sports, hobbies, and other social activities that men and women could engage in together. That is the reason *Recreation Activities for Adults* came into being.

Much of the material in this manual is contained in *Recreation for Men*, and some of the activities described will appeal primarily to all-male groups, but many games and activities that women will enjoy have been included, and most of the material is applicable to mixed recreational groups. It covers a broad range of indoor activities, from games that small groups can play to activities for large gatherings. It has helpful material on dramatics, music activities, hobbies, and the wide field of outdoor activities. Many valuable suggestions will be found in the first section, "How to Do It."

Volunteer or professional recreation leaders, chairmen of social committees—anyone whose responsibility includes helping people have a little fun when they get together—will find here ideas that have been tried and found successful.



RECREATION ACTIVITIES
FOR ADULTS

Part I

HOW TO DO IT



If you've ever served on a social committee of a club or lodge, you know that recreation programs don't start and continue by themselves. There has to be constant leadership, careful planning, and sound organization. Behind each successful recreation program is a leader or a group of leaders, whether paid or volunteer, trained or "natural." Industries, city recreation departments, American Red Cross, Y.M.C.A., and many other agencies employ paid leaders for social groups. Often such workers have general charge of the entire program; in some cases they are employed to direct an orchestra, to coach a dramatics group, or to conduct some other special program feature. Many of the recreation activities, however, are carried on under unpaid leaders. The recreation program in lodge, labor union, church, or club is generally made possible by an individual or a committee who takes the initiative in starting the activities and who keeps the program going.

Two types of leadership are generally utilized. One is represented by the individuals who take the first steps toward developing the program and give general guidance to it, who serve on the recreation committee that discovers what the members want, secures the needed facilities, arranges for the finances, and selects the leaders. The other type of leadership consists of the activity leaders who actually conduct or direct the activities, such as the song leader, master of ceremonies at entertainments or quiz programs, social game leader, band director, team manager, and hobby club leader. In very small groups the same individuals may serve both functions, but ordinarily this is not the case.

IMPORTANT STEPS

Regardless of the number and type of leadership, the following procedures have been found useful in initiating and conducting recreation programs:

1. Appoint a recreation committee to plan and direct the recreation program of the organization. The number of members will vary with the size of the organization and the scope of the program. These individuals should be nominated or selected by the active recreation groups, or by departments in the organization, for their interest in recreation, their recognized leadership ability, and their standing in the organization. In large organizations several subcommittees may be needed to look after certain program features, such as the game room, social activities, or athletics. Usually the chairman of subcommittees are members of the central committee.
2. Give the members responsibility for planning and carrying on the program, which should be of their own choosing and not something handed down to them.
3. Plan the recreation program around the interests of the members. Start your program with a few sure-fire activities which have been requested and which will insure popular response. Add to the activities as interest and demand indicate. If you're in doubt as to what the members want, it may be advisable to submit a questionnaire to each individual asking him to indicate the types of activities which he would like to see promoted, in which he would take part, and which he would lead or conduct. Have a space in the questionnaire for listing any special skill that might be used in the recreation program and keep an index file of talent that might be drawn on.
4. In this talent file, list members who can serve as entertainers, sports officials, boxers, singers, ventriloquists, tap dancers, song leaders, ski instructors, or dramatic coaches—to name only a few.

5. Encourage these individuals and all members to develop skills which can be used in the program. This can be done by co-operating with other community agencies in setting up courses, primarily for volunteer leaders. In such courses men can be prepared to serve as athletic officials (referees, umpires, etc.), song leaders, or organizers of social activities.

6. As interest in specific activities develops, encourage the organization of clubs. For example, if there are a few who are enthusiasts in gardening, chess, needlework, photography, archery, or beekeeping, a club helps to foster their common interest. It is a natural means of focusing attention on the activity, of enlisting new members, and of developing a continuing program.

FACILITIES AND EQUIPMENT

Many Types of Recreation

Special indoor or outdoor facilities and areas are required, for any organization desiring to develop a recreation program must either provide its own facilities or secure the use of others. In most cases it arranges with the local park, recreation, or school authorities for permission to use their baseball diamonds, tennis courts, picnic areas, or other outdoor facilities. If the organization has space which it can develop for certain recreational uses, whether for informal or organized play, here are a few suggestions:

1. Lay out the courts or playing areas in accordance with standard dimensions, unless modifications are necessary.
2. Where space limitations require, use the same court or area for several games by marking lines for different games in different colors.
3. Provide a suitable play surface and equipment and keep them in good condition. Keep court lines marked plainly.
4. Provide a suitable place, preferably indoors near the courts, for storing game supplies and equipment.
5. Adopt simple rules for the reservation and use of the facilities to assure their maximum and equitable use.

Few organizations have elaborate buildings in which they can conduct a diversified program, but most of them have a meeting room where activities can be carried on. In nearly every club, union, or church hall there is space for floor and table games as well as for social gatherings and entertainments. Equipment commonly provided includes tables and chairs, a variety of table games, shuffleboard sets, indoor quoits, folding table tennis tables and equipment, carpet bowling sets, and dart boards and darts.

The following suggestions will be helpful in assuring the successful operation of the recreation room:

1. Provide adequate storage space for all equipment. Tables must be folded and stored out of the way when not in use and suitable cabinets provided for game equipment and supplies.
2. Keep card and table games in separate boxes clearly marked, with playing rules, where available, fastened to the boxes.
3. Appoint a committee to equip the room and to take charge of its operation.
4. Designate a specific place for each item and make sure it is in this place when not in use.
5. Draft simple rules of procedure for checking out, using, and caring for equipment.
6. If funds are limited, make your own games. Excellent publications on homemade games are available and making them provides an interesting craft project.

PUBLICITY

The best method of advertising the recreation program and of securing new recruits is through the personal enthusiasm of the individuals who take part in it. Other methods of giving the program publicity, however, are widely utilized. These vary with the size and type of the organization and the nature and scope of the program. In the industrial plant, for example, announcements of events can be made through bulletin boards in the plant, over the public address system, and in the company newspaper. Weekly or monthly bulletins distributed to all members are useful in developing interest in the program and in supplying information as to scheduled events. A questionnaire designed to bring forth the recreation interests and desires of the group affords an opportunity to boost the recreation program. Items in the local newspapers inform the public and give recognition to the organization's recreation activities. Play nights, sports demonstrations, hobby exhibits, concerts, and other events presented by groups within the organization afford an excellent means of demonstrating to the membership the joy and benefit of participation in the recreation program.

METHODS OF CONDUCTING COMPETITIVE ACTIVITIES

Different methods are required for organizing and conducting the many different activities that comprise the recreation program. Space permits a brief consideration of the methods used with only

two types of activities—those involving organized competition and those in which a large seated group participates.

COMPETITIVE ACTIVITIES

Competition stimulates participation and heightens interest in many activities, whether they are conducted informally or on an organized basis. This explains the widespread use of meets, leagues, and tournaments in the case not only of active games and sports but of table games and other indoor activities.

The methods used in conducting a competitive program are dependent upon such factors as the particular activity, the number of participants, the length of season, and the purpose to be served. Periods required for various types of events vary. A track, swimming, or skating meet can be run off in an afternoon. Some tournaments can be conducted in a brief period, but they may also furnish competition over a considerable period. The methods most commonly used are the perpetual, the round robin, and elimination tournaments and adaptations of them. Handicap and novice tournaments are useful in gaining interest in a given sport.

The Elimination Tournament

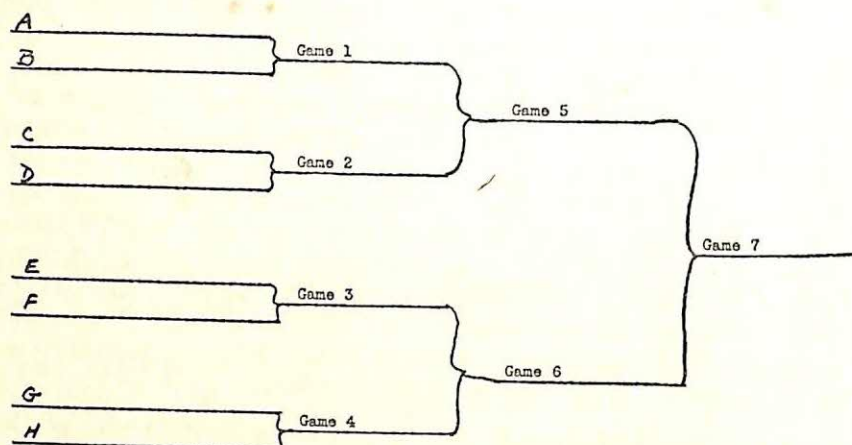
This type is widely used in golf, tennis, handball, shuffleboard, and similar sports. It is the quickest way of determining the winner and is therefore suitable for championship meets. It is valuable where the contestants are numerous and the games sufficiently moderate so that several may be played in a short space of time. It is not a satisfactory method for conducting a regular sports program, since the individual or team drops out of the competition as soon as one defeat is received.

Under this plan the teams or players are bracketed in pairs and the winners in each round of play are again paired until the final round, when the match is played between the last two survivors. The diagram on page 6 illustrates a tournament in which eight individuals or teams participate, using a single field or court. Three rounds are required to determine the winner.

The system of brackets should be posted before the tournament starts, and the results of every match inserted as soon as games have been played. The arrangement of pairs in the first round is sometimes done by lot, but it is fairer to have this done on the basis of the players' ability, "seeding" them in such a way that the strongest players do not have to compete against each other in the early rounds.

If the number of entries is a perfect power of two, such as 4, 8, 16, 32, 64, etc., the matching of the players is simple, but this is

seldom the case. When the number of entries is not a perfect power of two, it is necessary to have a number of "byes" who do not compete in the first round. To determine the number of "byes," subtract the number of entries from the next larger power of two. The remaining teams compete in the first round. The total number of winners plus the "byes" should make a perfect power of two for the second round.



For example, if 27 teams are entered, the number of "byes" will be the difference between 27 and the next higher power of 2 (32), or 5. The number competing in the first round will therefore be 27 less 5, or 22 teams. The number of winners in the first round will be 11, which with the 5 "byes" makes 16 entries in the second round—a perfect power of two.

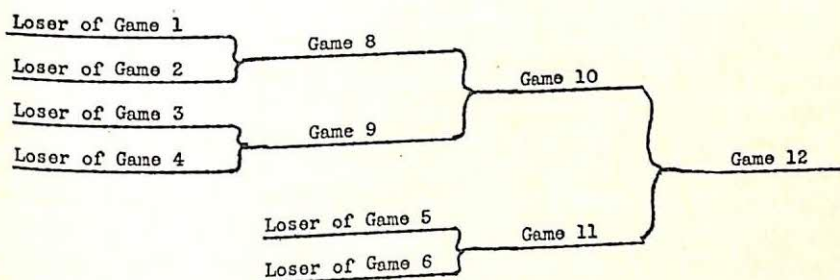
Consolation Rounds

Losers in an elimination tournament, instead of dropping out of the competition after losing the first game, are given a chance to continue play by the use of consolation rounds. Under this plan each contestant has a chance to play at least two games. Different methods are used in consolation play. Under one plan, while the winners of the first round continue their play as indicated by the diagram above, the losers also continue until the consolation winner is determined. For example, the losers of games 1 and 2 and of games 3 and 4 are matched, and the winners of these two contests then play in the consolation final. Under this plan contestants who win their first round of the main tournament do not participate in the consolation play.

Another plan, often called the double elimination, or "two loss and out," provides continuous consolation rounds to include the loser in every round. Play continues as above, but the losers in the

second round of the main tournament play one another, and the winner then plays the winner of the consolation round to determine the winner of the double elimination tournament. This plan sustains interest in the competition and also affords a fair method of determining third and fourth places. The diagram shows the

DOUBLE CONSOLATION ROUNDS



double consolation rounds in the elimination tournament outlined in the diagram on page 6.

Under a third plan the winner of the double elimination tournament plays the winner of the main tournament to determine the champion. This gives an individual or a team that had a "bad break" in the first round another chance at the championship. In case the two finalists met in the first round, one of them must defeat the other twice before becoming a champion.

The Perpetual or Ladder Tournament

The perpetual tournament is commonly used with good results in connection with tennis, handball, chess, and other individual activities in which a constant rating of players is desired. It is best suited to fairly small groups where the players are well known to each other, and where there is opportunity for frequent competition.

To start a perpetual tournament, players either draw for position or play off an elimination tournament, losers in each round being matched until the players are arranged in a series according to ability. The tournament is continued by a perpetual series of challenges. A chart should be posted with the names of the players in order of their positions.

A player may challenge either of the two players directly above him or he may be challenged by one of the two players immediately below. Challenges must be accepted within a specified time. Should the challenger win, or should the man challenged fail to play, the two change positions. Only one challenge can be given

or accepted at a time, and the loser may not challenge the winner until he has played another match. Any change of names should be posted as soon as a match is finished. The man in first place at the end of the tournament is the champion.

A tag board is often used to facilitate this type of tournament. Small nails are driven in at regular intervals and are numbered consecutively. The names of the players are printed on tags, preferably round tags with metal edges, and hung on the nails corresponding with the players' rating at the start of the tournament. Tags are shifted after each match in which players change positions. One can readily see the names of the persons who can challenge him or by whom he can be challenged.

Another form of perpetual tournament is the pyramid tournament, which allows for more participation and challenging than the ladder type. At the start players draw for position by rows, with number 1 at the top of the pyramid, 2's in the second row, etc. The number of rows depends upon the number of players. Any player may challenge any other player in the same horizontal row. If he wins, he may then challenge any player in the row above. If he wins this match, the two players change places in the pyramid.

The Round Robin Tournament

This type is largely used for the major team games, such as baseball, football, soccer, ice hockey, volleyball, basketball, and similar games, although it can also be used for individual activities. It encourages maximum participation because each team or individual plays each other team or individual at least once.

The round robin tournament usually involves the organization of teams and the formation of leagues, and is adapted for use where play is to be conducted over a considerable period. It is suitable for use with a few teams or with many; in the latter case they are divided into several leagues. In arranging leagues, it is generally advisable to limit each to eight teams because if more teams are used they tend to become unwieldy and competition lags. If there are more than eight teams, it is generally better to create two leagues.

The winner in a round robin tournament is the team or person winning the largest percentage of games played in the league schedule. Percentage is determined by dividing the number of games won by the number of games played. The number of games to be played in such a tournament may be determined by

using the formula
$$\frac{n(n-1)}{2}$$
, n representing the number of teams.

If several leagues are formed and if the playing season permits, an elimination tournament among winners of the various leagues in the same class may be conducted at the end of the season to determine the championship team.

Schedule Making

The rotation method is a simple one for setting up a schedule for any number of teams. In case of an even number of teams, for the first round of play number each team and divide the teams equally into two columns of figures in the order given below, entering the figures in consecutive order down in the first column and up in the second. For the second round of play, take the highest figure or the top figure of column 2, place it under number 1 in the first column, and advance all the other teams one position counterclockwise, rotating teams from the bottom to the top of column 2, and from the top to the bottom of column 1. Team number 1 holds the same position throughout the entire schedule. For each succeeding round, all other teams move one position as indicated in the following schedule for six teams:

Schedule for Six Teams

1st Round	2nd Round	3rd Round	4th Round	Final Round
1 vs 6	1 vs 5	1 vs 4	1 vs 3	1 vs 2
2 " 5	6 " 4	5 " 3	4 " 2	3 " 6
3 " 4	2 " 3	6 " 2	5 " 6	4 " 5

The rotating system described can also be used for any uneven number of teams. In such cases, use one more number than there are teams in the league, giving the imaginary team the "bye." Games in which the "bye" is scheduled are, of course, not played.

Schedule for Seven Teams

1st Round	2nd Round	3rd Round	4th Round	5th Round
1 vs bye	1 vs 7	1 vs 6	1 vs 5	1 vs 4
2 " 7	bye " 6	7 " 5	6 " 4	5 " 3
3 " 6	2 " 5	bye " 4	7 " 3	6 " 2
4 " 5	3 " 4	2 " 3	bye " 2	7 " bye
		6th Round	Final Round	
		1 vs 3	1 vs 2	
		4 " 2	3 " bye	
		5 " bye	4 " 7	
		6 " 7	5 " 6	

The following schedule for leagues of six to eight teams in a round robin tournament will be useful. Each of the numbers represents a team, and each team is scheduled to play one less game than the number of teams in the league. In case of an odd number of teams, the schedule for the next larger league with an even number of teams should be used, omitting the games scheduled for the highest numbered teams.

Schedules

Six Teams

1-2	1-3	1-4	1-5	1-6
3-4	2-5	2-6	2-4	2-3
5-6	4-6	3-5	3-6	4-5

Eight Teams

1-2	1-3	1-4	1-5	1-6	1-7	1-8
3-4	2-4	2-3	2-6	2-7	2-8	2-5
5-6	5-7	5-8	3-7	3-8	3-5	3-6
7-8	6-8	6-7	4-8	4-5	4-6	4-7

CONSIDERATIONS IN LEAGUE AND TOURNAMENT ORGANIZATION

The type of organization under which competition in a particular activity is to be conducted is only one step in setting up the program. In order to conduct the competition successfully, other factors are essential. Among them are the following:

Classification of Players

If the number of players or teams is large, some basis of classifying them is necessary in order to assure keen competition. Usually this is skill or ability. If the number is small, a system of handicapping may be advisable.

Eligibility

This may not be an important factor in the case of competition within an organization, but if individuals or teams are to compete with representatives of other organizations such as industries, churches, or service units, an agreement as to the eligibility of players is essential.

Schedules

Games must be scheduled for times most convenient for the players and on areas or facilities either owned by the organization or made available for its use.

Playing Rules

Agreement must be reached as to the rules under which the games are to be played. Unless some modifications are desirable or essential, official rules are used.

Officials

Some activities require no officials; decisions can often be left to the participants. In many games, however, and usually in championship play in all games, officials are needed. Their qualification, selection, and duties should be agreed upon in planning the tournament.

Protests

In informal leagues and tournaments protests are of little importance, but where an organized competitive program is planned, provision should be made and regulations adopted for filing and handling protests. Protests are usually referred to a special committee.

Competitive Activity

Entry fees, awards, and methods of meeting the expenses incurred in conducting the activity are other items that must be cared for. Competitive activity restricted to the members of an organization can generally be handled by a committee appointed to conduct it. However, in case the program involves teams representing a number of organizations, such as a city-wide, industrial, or church softball league, and extends over a considerable season, it is generally advisable to set up a special softball organization to handle it.

CONDUCTING GAMES FOR LARGE SEATED GROUPS

In every organization there are many meetings and other occasions when a person who can lead a few games or stunts can contribute greatly to the enjoyment of the entire group. If the room is large enough to permit the group to move around and take part in active games, a great variety of activities can be introduced. On the other hand, the leader asked to conduct a program—whether for an entire evening or for a brief period of relaxation during a meeting—for a hundred or two hundred persons in a room which is so small that no active games are possible, or in an auditorium where the chairs are fixed, has no easy task. Program possibilities for such occasions are limited, but even so many activities can be as successful as games at picnics or parties where space is no problem.

A few games and stunts have been developed to meet this special situation, but many others may be adapted. Group singing with a good leader is usually popular and successful. Skits and blackouts which take only a few minutes to prepare seldom fail. Feats of magic, card tricks, and blackboard games are received with enthusiasm.

In planning a program for a large seated group, a leader will do well to include a generous collection of these activities. In addition, the program should contain games and stunts in which the entire group can participate. The following paragraphs discuss types of games which can be adapted and the methods which have proved successful in conducting them so that everyone can take part:

It helps to divide the group into teams. If the chairs are arranged in rows, each row constitutes a team. If the chairs are not stationary, the problem is easier. The group is divided into teams of the same number of players, and they arrange their chairs in circles or rows, whichever is best for the games the leader has selected.

In relay formation, however, many contests are possible. Puzzles and quiz games can be played, the leader reading a sentence and players calling out the answer. The first one to shout the correct answer scores a point for his team. For more active games, the object passing relays are all suitable. Each row may pass an object, or, if that means providing too many supplies, six or eight rows may be combined to form one team. In this case the object is passed from player to player in one row, and when it reaches the last player he passes it to the player in the row directly behind him.

Even better are some of the stunt relays which require each player on a team in turn to perform a certain action—stand up, turn around, and sit down again; stand up, wriggle through an elastic band, hand it to the next player, and sit down; stand up, blow up a paper bag, break it, and sit down. Look over the sections on relays and hilarious and physical stunts, and other adaptations may occur to you.

Games in which a few perform at a time to entertain the group are also excellent for large seated groups. The hilarious contests, some of the entertainment stunts, the individual and dual combats, when conducted as challenges, and such games as Charades are all appropriate. To keep the spirit of group participation, however, it is best to have each row perform a stunt, or, if there are too many players, select as many players as are needed for the first stunt, and after they have performed let each player choose an individual from the audience to take his place. If two

boys put on a blind-boxing show, for example, when their bout has been completed, each one designates another player to take his place for a dual combat or stunt assigned by the leader.

PLANNING RECREATION EVENTS

The success of a recreation event, whether a track meet, minstrel show, picnic, or game night, depends in large measure upon the thoroughness with which the advance preparations have been made. Usually a special committee is appointed to plan and conduct the affair. Even though the special functions and duties of the committee vary with the type of event, in general they must take into consideration certain factors and make arrangements for such items as the following:

Program. Specific features or events to be included, depending upon the number, interest, and skill of the group who might be expected to take part.

Place. Indoor or outdoor facility where the events can be carried on satisfactorily and the spectators or audience accommodated.

Time. Date depends in part on time required for adequate preparation and on the desirability of avoiding conflict with other events.

Equipment. Properties, game supplies, costumes, and other equipment are needed for most events.

Personnel. In addition to the persons taking part in the program, personnel such as accompanist, game leader, sports officials, or judges may be needed.

Publicity. Usually it is desirable to arrange varied and effective publicity.

Refreshments. If, as is often the case, refreshments are to be featured in programs, advance arrangements are essential.

Finance, transportation, safety, decorations, invitations, tickets, and registration are some of the items that often require attention.

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Part II

INDOOR ACTIVITIES



There is such a wealth of indoor activities available that "what shall we do now?" need never be an unanswerable question when the regular club meeting has been adjourned, the luncheon is over, or a group of friends have come together for an evening of informal recreation. There are checkers, table tennis, badminton, bowling; there are entertainment stunts, party games, tricks and puzzles to solve, quiz programs, group singing, minstrel or variety shows, and dramatic skits, to mention only a few.

In this section is described a great variety of activities that will enliven meetings and furnish entertaining programs during the indoor season. Entertainment committees looking for suggestions for indoor game tournaments, fun nights, social evenings, talent programs, dinner table activities, or entertainment stunts will find a wealth of ideas which can be used by any group regardless of its size, purpose, or meeting place. And many of them can be readily adapted to serve a variety of situations.

There are additional suggestions for the indoor program in later chapters on Team Games and Games for Two and Four Players, and in the section on Drama—Music—Hobbies.

GAME ROOM ACTIVITIES

No recreation building, clubhouse, or factory recreation center can afford to be without a game room. As a matter of fact, there

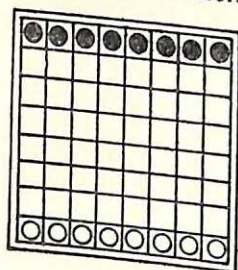
may well be two such rooms—a reasonably quiet one for table games requiring mental concentration and another for active table, floor, and wall games.

Brief descriptions of some of the most popular game room activities follow. They are by no means restricted to the game room, for most of them can be played anywhere. In neighborhood parks and playgrounds, tables and benches are often provided where older men play chess, checkers, and similar games. Table tennis and darts—to mention only two games—are often played out of doors.

GAMES FOR THE QUIET GAME ROOM

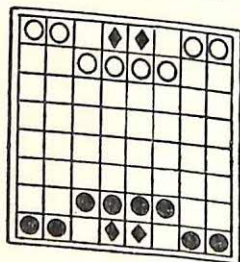
Game materials are usually purchased from stores and dealers. The materials required for a few of the games are briefly described for the benefit of groups that wish to make them. Space does not permit publication of the playing rules for most of the games described in the following pages. Complete rules generally accompany the equipment, however, and are also to be found in game books listed in the bibliography.

Between the Scissors



The object of the game is to reduce your opponent to one man. Place eight checkers on the squares directly in front of you. You are allowed to move as far as you wish along a straight line in *any* direction. If you can trap one of your opponent's men between two of yours, you may then remove his man from the board. Be careful that you don't move your checker between two of your opponent's, or you lose your man automatically.

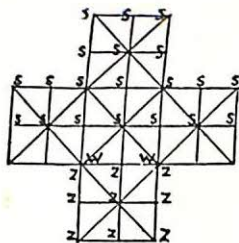
Diamond Checkers



Arrange the checkers as indicated. The object is to occupy your opponent's two diamonds or to jump all his men off the board. The men may be moved only one square at a time. The move may be straight, diagonally, or to the side, but never backward. Players are allowed to jump more than one man provided they don't move or jump backward. But a player may not occupy his own diamonds at any time.

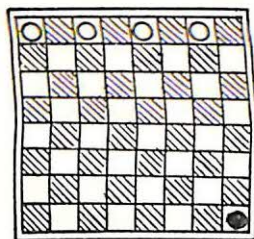
Sheep and Wolves

Place twenty light buttons or other markers for the sheep on the intersections marked S, and two dark buttons for the wolves on the intersections marked W. The object is to get nine sheep on the nine intersections of the sheepfold marked Z in the lower section. The sheep may be moved *only* forward, vertically or horizontally. The wolves may move in any direction and may jump the sheep and remove them from the board as in checkers. The sheep try to pen in the wolf so that he cannot move. If nine sheep get into the sheepfold, or if both wolves are penned up, the sheep win the game.



Checkerboard Fox and Geese

This game is played on a regular checker board by two players. The Fox, a black man, is placed on any one of squares 1, 2, 3, or 4. The four Geese, white men, are placed on squares 29, 30, 31 and 32. Either side may move first. In the diagram shown the Fox is on square 4.



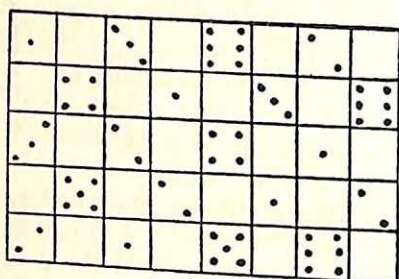
The object of the game is for the Fox to break through the line of Geese, or for the Geese to corner the Fox so that it cannot move.

The Geese move diagonally forward only one square at a time. The Fox can move diagonally forward one square or diagonally backward one square. Neither side jumps or captures men. If the Fox succeeds in breaking through the line of Geese, it wins. If the Geese surround and block the Fox so that it cannot move, they win. The players should change sides after each game since, when the moves are properly made, the Geese should invariably win. In Fox and Geese, as well as in other variations of standard checkers, players may be stimulated to discover new moves which baffle their opponents.

A New Form of Lotto

The equipment consists of a score card for each player, one dice, four lotto sheets, and a number of small pieces of cardboard about one inch square. To make the lotto sheets, use pieces of paper about 5" x 8" divided into forty squares, as shown in the diagram. In several of the squares, dots from 1 to 6 are placed in any order, but the total of the dots when added together must be 60. Each player in turn throws the dice and covers on his

card the number thrown. When one player fills his card he helps his partner. When a couple have both their cards filled they call "Lotto," and everyone stops playing. One point is subtracted from



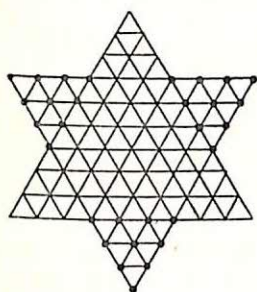
60 for each dot left uncovered. For example, if a square with six dots is left blank, the score is 54. Each person is given the combined score of himself and partner, and a new game is started.

Mill

Each player has nine men of different colors. Players take turns, placing a man on one of the intersections marked 1 to 28. The object is to get a "mill," that is, three men in a row. A mill must run horizontally or vertically on a line. *It cannot lie diagonally.* When a player has formed a mill, he may take one of his opponent's men. This is called "pounding." A player cannot take a man which forms part of a mill unless no other piece is available. When each player has placed his nine men the play takes the form of moving, the object still being to make mills. A man must always be moved on a line. Diagonal moving is not allowed. Moves may be made only from one intersection to the next one. Every time a mill is made or remade after opening it, the player may "pound." When a player has been reduced to three men, he may "jump"; that is, he may put a man from any part of the board to any other part of the board. The player reduced to two men loses the game.

Halma

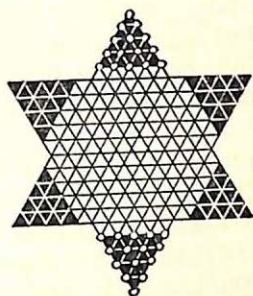
This game requires a board or base about 14 inches square, marked off as shown in the diagram, and thirty "men." If a wooden board is used, small holes may be drilled at line intersections and pegs used for "men." Opposite points of the star are painted the same color. Red, yellow, and blue are suggested. Paint ten wooden or cardboard counters with each color.



Halma is a game for three players. Set up the board as indicated, yellow men on one yellow triangle, blue on blue, etc. The object is for each player to get all his men in the opposite triangle of the same color. This is done by moving the men forward or side-ward (never backward) one space, or jumping one's own or an opponent's man. Sometimes it is possible to jump a man entirely across the board in one play. A man may be jumped to any point on the board, except those points bordering or in an opponent's triangle.

Chinese Star Checkers

As the accompanying diagram indicates, this game is similar to Halma. Each of the six triangles is painted a different color, and sixty men are used, ten for each of the six colors. The game may be played by two to six players, each of whom moves his ten men into the opposite triangle, as in Halma. Men may be moved backward.



Anagrams

The object of the game is to form words of three letters or more. The letters are placed face downward in a pile on the table, and each player draws a letter. The one who draws the letter nearest the beginning of the alphabet starts the game. Before he does so, however, all the letters drawn by the players in this first round are now placed face upward on the table to form a pool.

The first player draws a letter from the original pile and holds it so that no one can see it. If he can form a word, using the letter in his hand and two or more letters from the pool, he places them face upward on the table in front of him and draws again. He continues drawing until he cannot use the letter to form a word. This letter is not discarded immediately. Instead, the player places it face downward in front of him until his next turn. Perhaps by that time the letter can be used to form a word. If not, the player discards it and draws another letter. If he cannot use this new letter either, he keeps it in front of him as before.

When the first player places his letter in front of him, indicating he cannot use it at the time, the second player draws. Each person plays in turn until one of the players succeeds in forming from six to ten words, whatever number the group chooses before the game begins.

Players may take words from other players at any time, but if they do they must use all the letters in the word taken, add a letter, and change the meaning of the word. Adding an S to make the word plural or D to change the tense does not alter the meaning and is not allowed. For instance, if a player has the word DARE showing and the letter D is drawn, the word may not be captured by any of the other players and changed to DARED, but it can be changed to DREAD. Players may at any time alter the tense or number of their own words, however, to make them more complicated and prevent other players from capturing them so easily. When the D is drawn, for example, the person who has the word DARE can make it DARED.

A player may take any number of words from another player, but he must add a letter to each one and he may not combine the letters of two or more words to make a new word. Suppose a player has the letter E in his hand, and one of the other players has the words SHAD and TART showing on the board. The first player can capture the word SHAD by adding the E and making it HEADS, but he cannot take the S from SHAD and add it to TART even though he could use the E in his hand and change HAD to HEAD. However, if he takes SHAD and uses the E in his hand to form the word HEADS he can draw again. Should he draw an S, he can *now* capture the second word and change it to START.

This game is fun if the rules are clear, but arguments about words are unavoidable. So have a good dictionary handy and make it the sole arbiter in disputes. Proper nouns, foreign words, and slang expressions are not allowed.

When the players know the game very well it can be made more exciting if, instead of having players wait their turn to form words, they are allowed to claim letters at any time by calling aloud a word in which the letter can be used. In this version each one draws in turn, but the letter goes to the first person who calls out a word in which the letter is used.

Sets of anagram letters may be purchased inexpensively or made of pieces of cardboard about an inch square. A set should consist of four or five of each of the letters of the alphabet and two extra sets of vowels.

Anagrams (Simplified)

Players seat themselves around a table with a box of letters in the center. The leader takes out one letter and places it on the table face upward. The one who first names an object beginning with that letter, keeps it. The winner is the one who has the largest number of letters when the box is empty.

Ships

This is an exciting paper and pencil game for two players in which opponents, starting off with an equal number of ships, battle to sink the enemy's fleet. The fleet for each player consists of a two-ton submarine, a three-ton destroyer, a four-ton cruiser, and a five-ton battleship.

ENEMY CHART

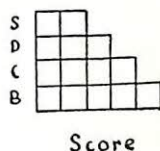
	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Enemy

HOME CHART

	A	B	C	D	E	F	G	H	I	J
1								C	C	C
2	S									
3	S			B						
4				B						
5				B						
6				B						
7	D			B						
8	D									
9	D									
10										

Home



Before the battle begins, each player draws on plain paper or outlines on graph paper two charts of ten squares each. One of these is the enemy chart. The other is the home chart. Each square is lettered from A to J across the top of the two charts; down the left side the squares are numbered from 1 to 10. Each player now places his ships on his home chart in a horizontal or vertical position. Their location is shown by writing the initials of each of the four ships in as many squares as there are tons in the boats. For example, the position of the three-ton destroyer would be shown by placing the letter D in three squares. The diagrams shown above will make the marking of these two charts more clear. The score chart is also shown.

Opponents are not allowed to see each other's chart. To start the game, the first player fires five successive "bombs" at the squares in which he thinks his enemy's ships might be located. A shot is fired by naming the letter and number that identify a square. For example, the first player may say, "A-3." Then both players write 1 (for the first round of shots) in the third square of the first column on the left. The attacker puts the number in his enemy chart; the owner writes it on his home chart. Until the whole round of five shots has been fired, no indication is given to the opponent if a ship has been hit, as this would furnish a clue to its location. The next shot may be "A-6," which in the diagram given above fails to strike a ship. The third may be "H-9," the fourth "C-10," and the fifth "G-4," none of which hits its mark. When these five shots have been recorded on both charts

the first player asks, "Did I hit any ships?" The other admits, "You hit my submarine." The first player writes 1 in his score chart in the first block opposite S. Although his opponent has not told in which square the bombs struck, a hint as to the ships' location has been gained, so that when the first player's turn comes again he can try to place his next series of shots in such a way as to strike this ship once more, if this strategy seems wise. Now the other player fires his five bombs, which are recorded by the figure 1 under the same procedure. The next five shots by each player are recorded by the figure 2, the next by the figure 3, and so on. Each time a player sinks an opponent's ship, the opponent's shots are diminished by one. For instance, if Player A sinks Player B's submarine on the first round, Player B from then on is entitled to only 4 volleys instead of 5.

The game is won by the player who first succeeds in sinking all his opponent's ships, a ship being considered sunk when each square it covers has been struck by a bomb.

The Battle of Trafalgar

This new and exciting version of "Ships," which is said to be played in the French Naval Academy, was submitted by Stanley Rough, Arvida, P. Q., Canada.

In this game the shooting is done from the boats, and the boats may change their positions during the course of the game. These differences between this version of the game and "Ships" allow the players to use more strategy and to employ more carefully thought-out tactics to confuse the enemy. The distances each boat can move, however, are definitely fixed, and the number of shots varies with each boat, as follows:

Boats	Moves	Shots	Hits
C—Cruiser	can move 1 space,	or shoot 3 shots,	and it takes 3 shots to sink a C.
D—Destroyer	can move 2 spaces,	or shoot 2 shots,	and it takes 2 shots to sink a D.
S—Submarine	can move 3 spaces,	or shoot 1 shot,	and it takes 1 shot to sink an S.

To start, each player places his three boats in any three squares, each boat occupying only one square. The initials of the boat are marked in the squares just as they are in the previous game. Players take turns in either shooting or moving. A player cannot move and shoot at the same time. When a player shoots he tells his opponent which square he is shooting into, as "I shoot D-3."

When he moves he simply states the fact and draws on his own sheet of paper an arrow tracing the course of his boat from the square he left to the new position, so that he can keep track of the movements of his boat.

The shots a player fires at his enemy are marked on the enemy chart as in "Ships." The shots fired at his boats by the enemy are marked on his home chart. First-turn shots are numbered 1; second-turn shots 2; and so on. This helps make recent shots discernible as well as the location of enemy ships. The player, therefore, does not have to shoot in the same spot any oftener than he deliberately intends to. With shots and moves so marked it is a simple matter, too, to check up after the game on puzzling positions which may have occurred.

Because the boats can move or shoot, it is important that the rules be followed carefully, for any variation will confuse the enemy. The rules are summarized here to make sure they are clear:

1. A boat can move only into any of the *adjoining* squares, not beyond.
2. No more than three shots can be fired at one turn, but these shots can be divided up among the boats, or a cruiser can fire all three.
3. After each round of shots your opponent must tell you if you have secured a hit. He does not say in which square the hit was, but must name the boat.
4. The boat which is hit can still fire until it is sunk, but *cannot* move. When a boat is sunk the opposing player must be notified.
5. In moving a boat you *cannot* move diagonally across the board.
6. A game is decided when one player loses all his boats. If the game ends with both sides having boats which are unable to move, the side that has the fewest hits, and hence the strongest boats, wins.

Toothpick Balance

Each player is given fifteen toothpicks. The number may be larger if the group is small. An empty "pop" bottle stands in the center of the table. The first person starts by gently dropping a toothpick across the bottle opening. The next person does the same. Play continues around the circle until one of the players gets rid of all his toothpicks and the "pop" bottle looks like an inflated needle balancing a haystack. If any of the toothpicks fall

when a player is in the act of placing one of his on the stack, he *must pick up all that fall and add them to his collection.*

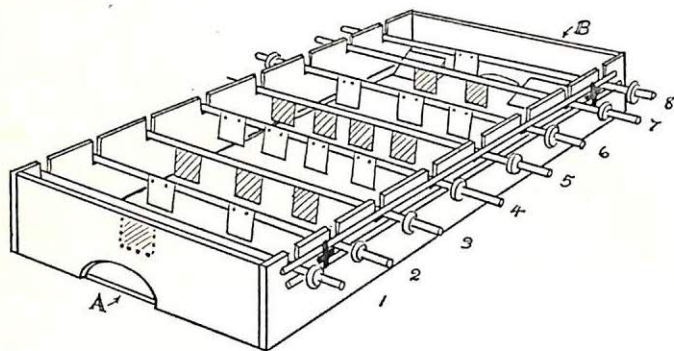
Where there is proper supervision and environment, some groups use card games. Complete rule books usually accompany materials.

ACTIVE TABLE GAMES

The following games, unlike those previously mentioned, involve considerable action and therefore belong in the room devoted to active games.

Table Football

This game has many variations and may be purchased or made in the workshop. As the accompanying diagram indicates, it is played in a box approximately 2' x 4' with sides 6 inches high. In



grooves on the top of the long sides, or through holes in them, are inserted six or eight half-inch hard wood dowels about 3 feet in length. Half of them project 6 or 8 inches on one side of the box, the other half on the opposite side. The dowels should rotate and slide from side to side, but washers on them restrict the amount of "play." To each of these dowels are fastened from two to four small paddles which clear the floor of the box and when swung just miss the paddles on the adjoining dowel. Arches about 7 inches wide and 2 inches high are cut from each of the ends of the box at the base and center to serve as goals.

The game is played with one to four players on a side, each player manipulating one or more dowels. A table tennis ball is used as the football. It is dropped in the center section, whereupon the players attempt by manipulating the dowels to knock the ball towards the opponent's goal and prevent it from reaching their own. The object of the game is for a team to knock the ball through the opponent's goal. Each goal scores one point.

Table Shuffleboard

The dimensions of the table and the equipment used in playing this game differ widely. Specially constructed tables may be purchased which provide a 25' x 2½' surface of carefully sanded wood or a fabricated material such as masonite. Metal disks propelled by hand or wooden disks moved by cues are used. The game may, however, be played on a table as short as 4 feet in length. In this case wooden disks are used which players shoot with their fingers as in caroms.

From two to four people can play, and the rules are similar to those used for the outdoor game. Scoring is determined by the placement of the disks on the scoring area, the markings of which vary according to the size and type of table.

Table Bowling

The tables used for this game vary widely in their dimensions and different types of equipment are used. In some centers an alley approximately 3' x 11' in size and nearly 1 foot above the floor is used, with miniature tenpins and a bowling ball of solid rubber. There has recently been developed a two-way bowling alley 23 feet over-all in length, 29 inches in width, and 18 inches above the floor. At each end of the alley is a pit that swings open and is protected by a floor mat and heavy canvas cushion. Small hardwood pins and bowling balls 3 9/16 inches in diameter are used in two-way bowling. These modifications of the regular game are exceedingly popular where standard alleys are not available.

Table Tennis

Table tennis equipment in the club or game room is seldom out of use. Two or four may play, although a singles game is usually played. The surface of the table is 2½ feet above the floor and its dimensions are 5' x 9'. The net is stretched across the middle of the table, with its top 6 inches from the surface of the table. Equipment consists of a racket and a celluloid ball for each player.

The game is won by the player or team that first wins 21 points, unless both sides shall have scored 20 points, in which case the first one who wins two points more than the opponent is the winner. After every five points there is a change of service. In serving, the player must hit the ball so that it strikes first on his own side of the net and then passes over or around the net, landing in the opponent's court. The play is continued until one of the players fails to return the ball to the opponent's side of the court or to make a good serve. Either the server or the receiver may score the points.

Circle Table Tennis

This interesting variation of the game enables a larger number of players to take part. A group of any number up to ten or twelve take their places around the table. One of the players at each end of the court holds a racket. One of them serves to the other and, after serving, immediately drops his racket, which is picked up by the player in line behind him. The receiver must return the ball if possible, and then immediately drops his racket, which is picked up by the person behind him, who must then return the ball as played from the opposite court. Each player is given two or three misses before being required to drop out of the game. The game continues until only two players are left, whereupon they play as in the regular game of table tennis until one of them wins the point.

Billiards and Pool

These two games are exceedingly popular among many men's groups, and women, too, often enjoy them when they have an opportunity to play in a suitable environment. The cost of equipment is higher than for many of the other games mentioned. However, since men are accustomed to paying a fee for playing pool or billiards, if interest is sufficient and space is ample, these games will prove a valuable addition to the equipment of the game room. By arranging for lessons for the women and scheduling mixed tournaments, the recreation leader can easily keep the billiard room from becoming a strictly masculine sanctum. Billiards and pool are played in a great variety of forms, and the official rules for playing them are readily available.

TARGET GAMES

Man's delight in throwing an object at a target has resulted in the development of many throwing games. Some are played against a wall, some with the target on the floor. The following examples of target games are typical.

Darts

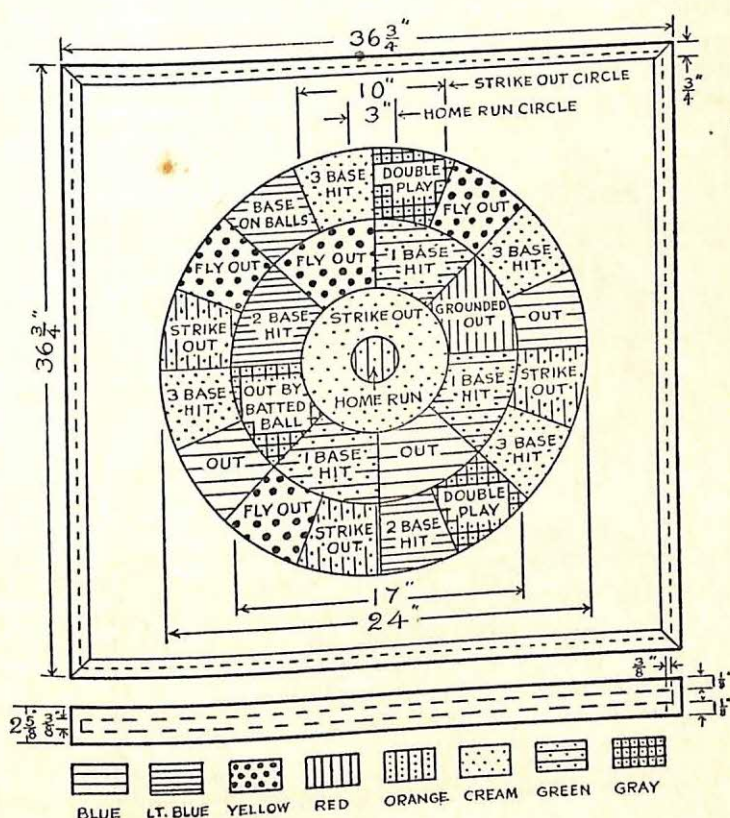
The game of darts requires a wooden or composition target, which is usually 2' or 3' square, and several darts. On the target, which is hung against the wall, are marked off a number of concentric circles, usually ten in number, which are numbered consecutively from 10 at the center to 1 at the outside ring. If a target 2 feet square is used, the center circle is usually 2 inches in diameter and the surrounding circles 1 inch apart.

Two or more can play either as individuals or as teams. Each player, in turn, throws a given number of darts at the target and

scores points corresponding with the numbers on the areas hit by his darts. The individual or team scoring a given number of total points first wins. On some targets lines are drawn from the center to equally distant points on the circumference of the circle forming the boundary of the target. Usually twenty in number, the segments are designated by numbers from 1 to 20. The game may be played and scored as described. A common variation, however, is for each player to be required to hit the segments in order, beginning with 1 and continuing through 20. The player who first hits 20, thereby completing the circuit, is the winner.

Dart Baseball

Of the many variations in the game of darts, dart baseball is undoubtedly the most popular. Frequently one side of a dart target is marked off for this game. Many diagrams have been used for dart baseball; the accompanying one has been officially adopted by a number of organizations in the state of Wisconsin.

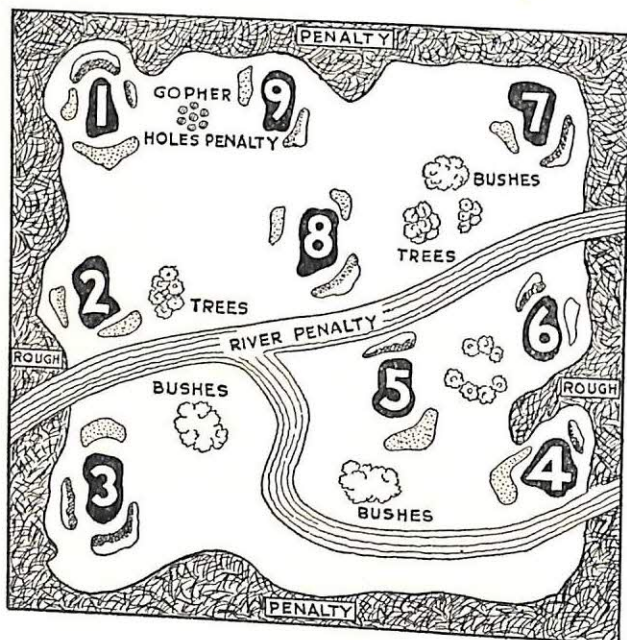


The target board used is 4 feet square and the diamond 30 $\frac{3}{4}$ inches square. The base of the board should be 24 inches above the floor, and the board is suspended in such a way that the base is 8 inches nearer the pitching line than the top. The official pitching distance is 20 feet. Different sections of the board are colored according to an official color scheme, and for tournament play 18-gauge wire must be inserted between the various sections in order to facilitate umpiring.

Nine players constitute a team, but fewer players may be used. In general, the game proceeds as in baseball, each team alternating at bat until it has made three outs. Its score is determined by the section of the board in which the players' darts land. Any prearranged number of innings may constitute a game.

Dart Golf Game

Another popular variation of darts is dart golf. In this game the target is designed to represent a golf course with nine holes, hazards, and penalty areas. The accompanying diagram shows the target devised by the Chicago Park District. The game may be played by any number of persons from one to ten, but foursomes are recommended. Starting with the first hole, each player in turn throws until he succeeds in sticking a dart in the first green. The total number of throws necessary to reach the green represents his



score. When all nine holes have been played, the scores are added and the player having the lowest total wins.

Darts sticking in the rough, bushes, trees, or sand area count two strokes. Darts sticking in water areas or gopher holes count three. Darts missing the board count four strokes.

Dart football and dart basketball are two of the many other variations in the game of darts.

FLOOR GAMES

A section of the game room may very well be left free from obstructions for playing floor games. If space is limited, some of the equipment may be moved from time to time to make these games possible. The following are among the favorites.

Shuffleboard

This game requires a floor surface 52 feet in length and 6 feet in width, although a shorter court may be used if necessary. For a description of the game and diagram of the court, see page 134.

Quoits or Ring Toss

There are no standard rules for indoor quoits, which may be played either with rope or rubber rings. The distance between the pegs may vary according to the space available, the weight of the rings, and the skill of the players. Indoor quoit sets may be purchased or may be made without difficulty. Rope rings about 6 inches in diameter may be made from pieces of $\frac{3}{4}$ -inch rope cut in 20-inch lengths and with the ends overlaid and wrapped with heavy cord. By using different colored cords, the quoits may be more readily recognized. A board 8 inches square in which a hole has been drilled for a piece of broom handle 6 or 8 inches long to serve as a stake serves as a satisfactory target.

Bowling

Bowling has led other indoor activities in popularity in a number of studies of recreation activities of industrial and other groups. Since the game requires a specially constructed floor and an unobstructed area about 80 feet in length, the installation cost is considerable; but, like billiards, bowling is a game for which large numbers of individuals are accustomed and ready to pay a playing fee. It is seldom advisable to construct only a single alley because of the small number that can be accommodated. Where several alleys are built side by side, competition is stimulated. Bowling lends itself readily to league organization and is widely played on a league basis.

Duck Pins or Tenpins

There are modifications of bowling suitable for centers where the regulation game is not practicable. An unobstructed floor 50 feet in length and a few feet in width may be used for duck pins and other adaptations of regulation bowling. Small wooden balls or hard rubber balls about 14 inches in circumference may be used. If wooden balls are used, it is advisable to stretch carpeting on the alley. Duck pins or other smaller pins are set up as in regulation bowling, and the same method is used for scoring. It is necessary either to build a removable cage in back of the pins or to protect the surrounding area by gymnasium mats or in some other suitable way. In some cases Indian clubs are used for pins, and players bowl with a softball, volleyball, or basketball.

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GAMES FOR LARGE AND SMALL GROUPS

There are often times when you want to play "just for fun," without thought of winning. When such times come, this chapter will prove a gold mine, for it contains just the games you need for informal socials indoors or after-meeting fun. Many of them are get-acquainted games which will come in handy when new members join your group or "visiting firemen" are in town.

In playing these games you'll need room to move around in, but not nearly so much space as is required for the low organized games described in a later chapter.

FOR LARGE GROUPS

Word Forming

As a mixer this game is one of the best, but it is more than a get-acquainted game. The lively action, keen competition, and disregard of formality make it an excellent game even for groups who don't need to "break the ice."

Pin on each individual a piece of thin cardboard containing one of the letters of the alphabet. The card should be about 3" x 4" in size. Omit the letters J, Q, X, and Z and add an extra set of vowels. Appoint several judges, one to every ten players. Give each of the judges a pencil.



At a starting signal each player looks for other persons whose letters, in combination with his own, will form a word of three or more letters. Suppose an individual has the letter S. He looks around, sees someone who has a T, grabs his arm, and the two go in search of someone with the letter Y. The three arrange themselves so that the letters are in the correct order. Then they run to one of the judges, who

writes the word STY on each of their cards. Unless the players can combine their letters to form a new word, they separate and look for other individuals whose letters, added to their own, will form another word. In the example given, S and T might stay together and look for an I, and Y might search for A and M to form the word YAM.

Five minutes are allowed to see which one can get the most words noted on his card. Each player scores one point for a three-letter word, two points for a four-letter word, and so on.

Alphabet Game

Two sets of alphabet letters are prepared, one in red letters on white cardboard, the other in black letters. The players stand in two lines facing each other on opposite ends of the room. A set of the letters is given each team, and they are distributed among the players. The leader stands at one side of the room and calls a word—"train," for instance. Immediately the players from each team who have the letters T-R-A-I-N run to the end of the room opposite the leader and stand in line in the proper order, holding up their cards so that the word is spelled correctly. The side finishing first scores a point. It is well to prepare in advance a list of words in which the same letter does not occur twice. If there are fewer players than there are letters in the alphabet, the words must be kept within limitations of the letters in use. The team scoring the highest number of points wins.

Adverb

In this game one of the players is designated "it" to start. He thinks of an adverb—"furiously," for example. The group tries to guess the word. "It" may not talk to the group nor they to him except to specify what action he must pantomime to demonstrate the adverb. The group may tell him to play the piano, which he does "furiously"; or to propose to one of the girls present; or to sweep the floor. "It" pantomimes all these actions "furiously," "madly," "sweetly," or in whatever manner will demonstrate the adverb selected. The person who guesses the correct word takes "it's" place and the game continues.

Know Your Number

This is a very noisy game which requires little room but provides lots of excitement. Players, preferably in groups of not more than twenty, are seated in a circle. The chairs are numbered and the object of the game is for each player to try to get into number 1 chair and stay there as long as he can. The players' numbers change as they change chairs, and that's where the trouble comes in! Just as soon as a person gets it set in his mind that he is number 3, he may have to move to chair number 2. Someone calls out number 2 before he collects his wits and off he has to go to the last seat!

The player in number 1 chair starts the game by calling any of the other numbers. The person whose number is called must immediately call another number. If he fails to respond, or if he calls out his own number by mistake, he takes the last chair. The player who was seated next to him with a higher number moves into the chair he vacated, and all the players between this player

and the last one move up one chair. For example, if there are fourteen chairs and the player sitting in number 5 fails to respond when his number is called, he vacates that chair, all the players sitting in chairs from 6 to 14 move up one chair, and the player who committed the fault takes the last seat. Numbers are called in any order and any number of times, but the same one may not be called twice in succession unless a different player has moved into the chair which bears that number.

Poison

Players stand or sit in a circle. At the starting signal a ball or some other object is passed around the circle from one player to the next. If the circle is very large, two or three objects should be used. The leader stands either with his back to the group or in the center of the circle with his eyes covered. At different intervals he blows a whistle, and any person who is touching the "poison" object at that moment is eliminated. To avoid disputes—which occur frequently in this game—appoint the players who are eliminated on the first several rounds to follow the separate balls as they travel around the circle and to help decide which players had the balls when the whistle blew.



A person who is caught may be penalized instead of eliminated. The first time he is caught, he must raise his right hand and keep it raised for the rest of the game. If caught a second time, player must raise his right foot and keep it up for the rest of the game. If caught three times, he must raise his left hand and keep it in this position until the game is finished, the objects being passed by him.

Poisoned

A wastebasket, an empty tin can, or something not too easy nor too hard to upset is put in the center, and the players join hands in a circle surrounding it. Players attempt to pull one another into the center of circle so they touch the object. Each one touching it is either eliminated or must later pay a forfeit. If the group is large, it is advisable to have more than one object standing inside of the circle or to form several circles.

Irish Stew

Write on single slips of paper the following words which constitute the ingredients of Irish stew: salt, pepper, celery, tomatoes, potatoes, beef, turnips, parsnips, onions, water, rice, turmeric,

savory, bones. Before the game begins, call aside fourteen players and pin a slip on the back of each, instructing them that when the game commences they are to avoid letting anyone see the word which appears on their backs. If the group is unusually large, duplicate slips may be pinned on fourteen others.

Provide each player with a card and pencil. Announce that there are a number of persons in the group each of whom has pinned on him a slip on which is written one of the ingredients of Irish stew, and that in ten minutes each player must try to secure the entire list of fourteen words. You'll see a lot of activity.

Hide in Sight

Place a pencil, coin, or some other small object where it is not too obvious but where it is in plain sight in the room. Players look for it. When they find it they sit down. Be sure they know that the object is in sight, or they may tear up the place trying to find it.

Barnyard Din

Small objects, cardboard cutouts, peanuts, or beans are hidden around the room before the players arrive. For the "hunt" the players are assigned to two teams, the Cats and the Dogs. Each team has a leader. When the signal is given to start, individual players begin hunting throughout the barnyard for the hidden objects. But—there's a catch—only the leader may do the retrieving. When a Cat discovers an object he meows loudly and insistently to attract attention of the leader of his team. The Dogs bark. If the group is large, and you can stand increasing the barnyard clatter, form additional teams of chickens, sheep, or donkeys. The team which recovers most objects in five minutes wins. The losers pay a forfeit or do a stunt.



Stock Exchange

Provide everyone in the room with a number, ranging anywhere from one through six. These numbers can be written on small tickets with heavy blue or black pencil. They should be numbered in order, as 1, 2, 3, 4, 5, 6, and again 1, 2, 3, 4, 5, 6, and so on. After everyone has been given a ticket, announce that this game is called "Stock Exchange" and you would like all the numbers 1's to get together and also the 2's, 3's, 4's, 5's, 6's. Bedlam breaks loose. As soon as the groups are assembled, assign

them to different sections of the floor and instruct each group to select quickly a leader and a song or a stunt to perform. After three minutes each group in turn performs, and you discover you are staging an amateur show with practically no work.

The first time the group plays the game, it would be well to have a list of stunts or songs to suggest. Later the players will probably think up ideas better and quicker than you can, but they may need some help on their initial performance.

Hunter, Gun, and Rabbit

The fun of this game is not so much in what the players do but in how they look when they are doing it. The game consists of two teams trying to outguess each other in striking the pose of a hunter, a gun, or a rabbit, all three of which score differently in different combinations. The rabbit wins over the hunter because the rabbit can run faster; the hunter wins over the gun because he makes the gun work; the gun wins over the rabbit because the gun can shoot the rabbit. If both teams assume the same pose, and this happens frequently, no score is made. The players represent the hunter by placing their hands on their hips, the gun by locking the forefinger of one hand in the thumb of the other and taking the position of shooting a gun, and the rabbit by placing their thumbs on their temples with their fingers extended.

To play the game, the two teams line up facing each other about ten or fifteen feet apart. Each team has a captain, and he decides throughout the game what poses his team will assume. This is done to make the game go faster. It is most successful if played quickly, the teams striking poses in quick succession. Just as soon as the score for one pose has been noted by the leader or the referee, the captain should be ready with another. To notify the players on his team what they are to represent, the captain either whispers the word "hunter," "gun," or "rabbit" to each player, or he adopts a set of signals which he gives his team without the other team seeing them. If he uses signals, the captain should run in front of his team so that all the players on his own team can see the signals at the same time. His back should be to the opposing team, of course. As a signal he might hold one finger against his chest for the hunter, two for the gun, and three for the rabbit. Any signals can be used as long as they are not confusing to the group.

This game really must be played to be appreciated.

Barter

Barter is a game of high-spirited trading. That is probably why the game is such a favorite in men's groups. There are several

variations. In all of them beans are used for money, but any suitable counters may be substituted.

Color Barter

This variation is best for small groups. Give each person ten beans and six small slips of paper of different colors—three white, two blue, and one red. Assign a value to each color but do not let the players know what the different colors are worth. The values may be different each time the game is played. One time the red slip may be worth ten points; the blue slips, five; the white ones, one point each. Another time the white slips may be worth five points; the blue slips, three; and the red ones might take off ten points from the holder's score.

The players try to guess which color is most valuable, and they barter with each other for the slips of paper. They may not trade slips; they must buy and sell them. Or they try to garner the most beans. After the bartering is over, a prize is awarded to both the person with the largest number of beans and the persons whose slips total the highest score.

Autograph Barter

"What's in a name?" Probably not much, but try to convince anyone that a name is unimportant when there is a celebrity around! To make the game of Barter more entertaining, announce—seriously, if you can—that you have been able by rare good luck to collect a number of autographs of famous people and that you are going to share them with the group. Explain that some individuals will undoubtedly have preferences, but since there isn't time to find out what all of them are, you are going to distribute two autographs to each player indiscriminately. If individuals want to exchange with their friends they may do so, provided they barter for them with the beans you are furnishing. Add casually that just to make the bartering a little more fun, you've decided to give a prize to the one who gets the most autographs and to the person who accumulates the most beans. In your collection of autographs include the names of some of the players, local celebrities, and "funny paper" characters, as well as the names of a few figures of national prominence.

FOR SMALL GROUPS

Map Drawing

Can you draw the map of the United States? Try it with some of your friends. One of them is sure to place the Great Lakes where the Rocky Mountains should be, but the main outlines of the maps will probably be fairly good. Now show the location

of Boulder Dam, Passamaquoddy, the Red River, the Wolverine State, Mt. Washington, and, just to be lenient, a few better-known places such as Niagara Falls and the Gulf of Mexico. How well did you do? Get out an atlas and the *World Almanac* and see.

Don't be abashed if your ideas of geography are not very good. Few people get high scores in this game!



This can be made a good game for a larger group by preparing in advance a list of places and map for each person. As the leader reads the names of the places selected, the players mark the locations on the map. At the end of the game, maps are compared and an award given to

the person making the fewest mistakes.

Portraits in Four Parts

Can you imagine how good a portrait would be if it were painted by four different artists, none of whom had seen the work of the other three? If you can, you'll have some idea how funny the pictures of your friends will be if drawn by four different people who don't pretend to be artists. In fact, the less artistic they are the better for this game. Give each player a slip of paper on the top of which is written the name of one of the other players. In younger groups, or where people don't know each other very well, the names should be written on the bottom of the sheet. On the first quarter of the paper each person draws the head of the individual whose name he receives. When he has finished he folds back the paper so that neither the head nor the name shows, but marks it so that the next player will know from what points to start his drawing. The paper is then passed to the right. The next person draws the body from the neck to the waist on the second quarter of the paper. Again the paper is folded back, hiding this part of the drawing, and the papers are passed to the right once more. This time, the part of the body from the waist to the knees is drawn, the paper folded and passed again. The next person draws the figure from the knees to the feet, and the pictures are ready for your portrait gallery.

The game can be varied by having the players draw other subjects such as famous personages, animals, or well-known buildings.

Dots and Lines

A square consisting of lines of dots as shown in the illustration is made on one sheet of paper for each two players. The players

take turns drawing lines horizontally or vertically to connect any two dots. The object of the game is to complete a square and to prevent one's opponent from completing any square. Each time a player succeeds in drawing the fourth line of a square, he may put his initials in it.

The person who has finished the most squares wins the game. When the players are evenly matched, the game is faster if the person who has finished a square is required to draw another line.

Who's Who

A strip of paper is given to each player, but no details of the game. Each person is asked, after putting his name at the head, to write the numbers 1 to 20 down the left-hand side of his paper, and then to fill in according to the following instructions.

1) Any year after 1800; 2) a town; 3) any other town or place name; 4) yes or no; 5) none, a few, or a lot; 6) profession or occupation; 7) a sum of money; 8) another sum of money; 9) a descriptive adjective; 10) a number; 11) a color; 12) a color; 13) a part of face or head; 14) any bad habit; 15) a sport or recreation; 16) a flower; 17) a vegetable; 18) an exclamation or expletive; 19) a number; 20) a sum of money.

Only the leader knows that all these details may apply to the individuals who are writing them, the key being as follows:

1) Year of birth; 2) where born; 3) where educated; 4) whether married; 5) number of children; 6) occupation; 7) annual income; 8) annual expenditure; 9) personal appearance; 10) size of shoes; 11) color of hair; 12) color of eyes; 13) most handsome feature; 14) worst fault; 15) favorite sport; 16) favorite flower; 17) favorite vegetable; 18) favorite exclamation; 19) length of life expected; 20) probable amount of estate.

The leader collects the papers, and reads each one aloud in the manner of a Who's Who entry:

"James Wingate Wilson, born 1803, at Exeter, was educated at Fiji. He is married and has a lot of children. His occupation, airplane mechanic. Annual income \$13, annual expenditure \$450. Personal appearance, tub-shaped; size of shoes 31. His hair is yellow, eyes green, and his ears are his most handsome feature. Worst fault, frequenting night clubs. Favorite sport, tobogganing; favorite flower, buttercup; favorite vegetable, pumpkin; favorite exclamation, 'Dear me!' He expects to live to the age of 320 and to leave an estate valued at thirteen cents."

Biography

Here's a way to see yourself as others see you. Make a scrapbook for each player, using wrapping paper for the pages and colored string to hold the leaves together. On each page write one item of an individual's life which should be mentioned in an interesting biography. This may vary with different groups. It should include, however, such items as birthplace, earliest recollections, baby days, schooldays, first girl or first beau, real romance, wedding, occupation, hobby, favorite friends, enemies, disappointments, and epitaph. Distribute the scrapbook and assign to each player the name of one of the other players whose biography he is to prepare. Now provide a file of old magazines, several pairs of scissors, and lots of pins. The participants select from the magazines pictures which illustrate each item in the biography they are assembling. The pictures are fastened on each page with pins, and the scrapbooks exhibited when all the pages are filled.

Picture Charades

This is a new and exciting variation of charades, full of hilarity and enthusiasm. Players are divided into groups of not less than three nor more than five. Each group is provided with a pencil and a pad of paper. One group leaves the room and writes on a piece of paper three or more proper nouns, titles of songs or books, names of famous people, slogans, or proverbs. The following are a few suggestions: "All That Glitters Is Not Gold," "Gone With the Wind," Hollywood, the League of Nations, "Silver Threads Among the Gold," Benjamin Franklin, the Empire State Building.

While this is being done, the remaining groups each select a leader. As soon as the first group completes its list, the leaders as a group are invited to look at the first title. The leaders return immediately to their own teams, take the pencil and pad of paper provided, and through drawings try to illustrate the title they saw clearly enough so that the members of their own group can guess what it is. They may not talk, use numbers, or write words. The only concession is that they may shake their heads in response to questions from the members of their team. Take, for example, the song title, "Silver Threads Among the Gold." The leader might first indicate that it is a song title by quickly drawing a few musical notes. This is a lead—a song! For "Silver," he might draw a coin—a ten-cent piece. Someone guesses money, but no one thinks of "Silver." He draws his conception of a silver mine, but it isn't very realistic. No luck! He has a bright idea. He draws a man's trouser pocket. Money again! He's hopeful, so he draws a paper dollar and a silver dollar. He points to the paper dollar and shakes his head "No." At last, someone gets it—

"Silver," and he goes to the next word. Thread is easier. He draws a spool, and someone shouts "Thread" almost before he has finished. They are on the right track now, so as soon as the leader draws "a pot of gold at the end of a rainbow," one of the players on his team cries out, "Silver Threads Among the Gold." The group that first guesses the correct title is awarded a point. Just as soon as the first title has been identified and the score properly noted, new leaders are selected from each group to go out and get the second title. The first group to score two points takes the place of the group which chose the titles. It selects new titles, and the game proceeds as before.

You will probably have to ring a curfew to bring this game to a halt!

Drawing in the Dark

Give each person a pencil and a piece of paper. Turn out the lights and ask the players to draw a picture of a house. They will undoubtedly be very careful the first time, expecting you to turn on the lights as soon as the house is completed. But not yet! When they have finished their houses—and lost their places on their papers—ask them to put a tree in the yard, then a path up to the door, and then a fence around the road. As a final touch, have them draw a bird sitting in a tree, and the moon shining down on the whole peaceful scene. When the lights go on, exhibit the masterpieces and page the surrealists! The artists in your group will probably have a bird sitting on the moon, a lane over the house, and a tree growing out of the fence. Next time vary the subject, making the picture more complicated, and you'll get even funnier results.

Poetry Writing

This game is cut to fit the creative souls who have a yen to write poetry. If you're not one don't worry. It's also good for the people who have never had such lofty ambitions. Each person writes a line of poetry on a piece of paper, then folds the paper back a half inch to cover the writing, and on the top of the next section writes the last word in the sentence he has composed. Papers are then passed to the right, and the next person composes a line ending in a word which rhymes with the word that is showing.

The paper is folded again so that the second line is covered, and slips are passed to the right once more. The poem is in couplets, so it is not necessary to write down the last word after every line. It should be done, however, after the 1st, 3rd, 5th, and 7th lines. When eight lines have been written the poems are again passed

to the right, and each person reads the literary masterpiece he holds. The poems may not be good literature, but they make diverting reading.

Consequences—Old Style

At the leader's direction each person writes on a piece of paper an adjective describing a woman, folds back his paper about $\frac{1}{2}$ inch, and passes it to the player on his right. Each one now writes down a woman's name, folds his paper again, and passes it on. This procedure is repeated until the following items are set down in order:

An adjective describing a man
A man's name
Where they met
What she did
What he did
What she said
What he said
The consequences
What the world said

If the group does not know the game, the papers are now read aloud by the leader, who inserts the words necessary to give the story continuity. If the players know the game well enough to put in the missing words, it is more fun to have each person read one of the papers, embroidering the story in any way he wishes.

One of the papers might read: "The alluring Susan Brown met the gallant Paul Jones on the ferryboat to Hoboken. She powdered her nose. He mopped his brow. *She said*, 'The weather's fine.' *He said*, 'I think you're divine.' *The consequences were that* they became Mr. and Mrs. *And the world said*, 'Isn't it a pity.'"

Last Will and Testament

You probably won't find out in this game what possessions your friends treasure most and how they would dispose of them if they knew they were going to die, but you can have a lot of fun hearing about fictitious and comic bequests. The game is played similarly to Consequences.

1. Write a name—your own or someone else's.
2. Bequeaths—name anything, serious or silly.
3. To—name a person whom everyone knows.
4. For the purpose of—mention a specific use.
5. With the understanding that—state a condition.

6. Sign your name as witness, and state what you think of the will.

The wills are now read aloud with much dignity.

Card Throwing

The player sits on a chair and places his right elbow on his knee. In his left hand he holds some cards. About five feet away, either on the floor or on a chair, there is a hat which is turned upside down so that the inside of the crown forms a bowl. With his right hand the player tosses the cards into the hat, scoring a point for each one which lands inside.



This game, which always develops into an exciting contest, can be played by individuals or by teams. Individuals take turns and compete with each other. When played as a team game the players are numbered, and all having number 1 compete with each other first. When they have finished all the number 2's compete, and so on. Scores are kept for each individual and totaled for the team score.

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Suggestions for indoor games for large and small groups will be found in most books on games and social recreation.

GUESSING GAMES AND MENTAL GYMNASTICS

"It's no fun doing it alone," the average person will say if you ask him to work on a brain teaser by himself, but with a group of friends working on the same problem he will rack his brains and enjoy it. There is fun, too, in devising new guessing games with which to stump your friends.

You'll recognize many of the games in this chapter. Some of them you can easily adapt for use with special groups.

The best way to play guessing games in large groups is to divide the players into teams which compete with each other in guessing the answer as the leader reads each statement aloud. The first player to call out the correct answer scores a point for his team; an incorrect answer loses a point. The excitement of the competition and the good-natured laughs which follow when players, in their haste, call out completely inappropriate answers, add fun and interest to guessing games. If games such as Scrambled Words or Sightseeing in New York are to be played in a large group, it is a good idea to have a sheet containing the words mimeographed in advance and handed to each player.

With small groups it is often best to have persons paired off when they take part in mental or quiz games. This prevents an individual from being embarrassed in front of the group by reason of his low score. Then, too, two heads are better than one, so that higher scores are likely to result.

MENTAL GAMES

Transformations

More fun with words if this is your idea of fun! The object of this game is to change a given word to another word by altering only the number of letters indicated. Change "dog" to "cat," for instance, in three moves. Here's how it is done: "dog"—"dot," "cot," "cat." Now try the following: (See page 52 for the answers.)

1. Change "east" to "west". 3 moves
2. Change "boy" to "man". 3 moves
3. Change "hate" to "love". 3 moves
4. Change "hard" to "easy". 4 moves
5. Change "heat" to "cold". 4 moves
6. Change "walk" to "trot". 8 moves
7. Change "slow" to "fast". 7 moves
8. Change "silk" to "rags". 5 moves
9. Change "sail" to "ship". 4 moves
10. Change "white" to "black". 8 moves
11. Change "dawn" to "dark". 2 moves
12. Change "moon" to "star". 6 moves
13. Change "rich" to "poor". 8 moves
14. Change "dry" to "wet". 6 moves
15. Change "rain" to "snow". 7 moves

Word Lightning

The leader calls out any letter in the alphabet other than J, Q, X, or Z. He points to one of the players, who in sixty seconds names just as many words as he can think of which start with the letter. Another name for this game is "Stammer Jammer"—which is what the players usually do! Each word scores one point, and the players compete with each other for high scores. The average number of words named is between fifteen and twenty-five; some people have reeled off as high as sixty. You have to be quick on the trigger to match that record.

Word Calling

The leader places face down in front of him a pile of letters, about three complete alphabets and eight of each vowel. He holds up one card at a time, and the players vie with each other to call out a word which starts with the letter on the card. The first person to call out a word receives the card, and the one who collects the most cards wins the game.

How's Your Geography?

Distribute a list of cities in the United States and ask each person to list the state in which the city is found. Read the results. You'll be surprised to learn where some people think cities—even well-known ones—are located! Do the same with the capitals of the states.

If the group is large, form teams, read the names of the cities one at a time, and have the players call out the answers. Each time a player calls out the correct answer, he scores a point for his team.

Memory Test

Place ten different objects in a paper bag. Take them out one at a time, hold them up for a few seconds, and then replace them in the bag. Now ask each player to list the objects he saw in the order in which they were shown. Few will get all ten right.

To vary the game, clip ten well-known advertisements from a popular magazine and mount them on a large cardboard. Hold it before the group for about thirty seconds and then have the players write down the ads they saw.

Tree Bingo

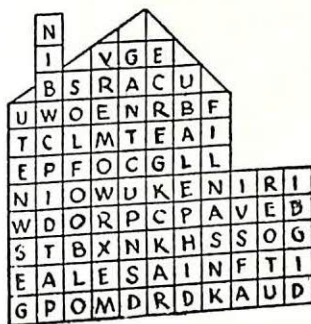
The leader prepares in advance a list of about thirty names of trees and keeps this hidden. When the game begins each player is given a large sheet of paper on which he draws five lines each way from margin to margin, making twenty-five

squares. On a signal from the leader all the players start writing the names of as many different trees they can think of, one in each block, until all the squares are filled. An award is given to the player completing the paper first, but all should finish. Now the leader reads the previously prepared list slowly while each player crosses out on his own sheet the names of trees as read. Each player who gets five crosses in a row vertically, diagonally, or horizontally calls "Bingo." Play continues until first vertical, first horizontal, and right and left diagonals have been called. Awards are given each winner. If time permits, play may continue until someone has crossed out all twenty-five names. This player should be given a special prize.

For other occasions, animals may be used instead of trees, or cities, athletes, birds, vegetables, screen and stage stars, musicians, authors, book or song titles.

The Alphabet House

How many things which are a part of, or are in, an average furnished house can you find here? Begin at any letter and move one square at a time in any direction vertically, horizontally, or diagonally to spell out words. Use each letter as often as you wish. The one who finds the most words in a given time wins. Instead of a house, a battleship may be used, a factory, or any other structure. (See page 52 for a list of the words that can be found in the Alphabet House.)



A Square Meal

K E R S M S T A
C A R L A B E V
T E B C H E \$ I
U L G R E A D V
A C O A N M N E
K R O P S O N A
E I S E C A N L
C S P S A S B E

Begin at any letter in the chart, and moving one square at a time in any direction, see if you can spell out the names of forty articles of food, drink, and seasoning. You may use the same letters and squares as often as necessary, and begin each word where you wish. (The articles are named on page 52.)

Words and Things

Any word of six or more letters is announced or chosen, and each player makes himself a chart by printing the letters of this word in a column down the left side of a sheet of paper, then up the right side in reverse order.

If the word "parted" is used, for example, the chart will look like this:

P	D
A	E
R	T
T	R
E	A
D	P

The object of the game is to fill the space in the lines between these letters. The first line requires a word that starts with P and ends with D, as "procrastinated" or "precipitated." The second line requires a word that starts with A and ends with E, as "acquaintance" or "accelerative" and so on. The players should use the longest words they can think of, because the person who is able to fill in the greatest number of letters forming words with the proper beginning and ending is the winner.

Sight-Seeing in New York

Rearrange the following scrambled letters to spell the names of twenty-five New York landmarks frequently seen by tourists. The names are not necessarily one word. (See page 52 for the list of landmarks.)

wincathon
headtollunnn
dig ore ribbrot
slednancyio
markcragpray
notbrat'sgm
marquaiu
squirmeseat

warmpottertoenail
remadesquadnagsiron
bratstyefoiltue
vividredrisere
alumicob
tenhaveuffi
yeschubdrillgrin
rottenplasmimeouu
ravenkapue

goshenquartwains
weboyr
laidboltingfiru
draytoici
baittripsdemenguile
oxonrobz
ratalpkrenc
fordriotwasala

Scrambled Songs

The following message contains the titles of ten well-known songs. No word is used more than once and none is left over. The players try to list all ten. "Tonight is black. I hear a voice, calling a boy—my old Joe. Wait for all is perfect if you are there! Believe those smiles always—endearing, wandering gypsy. Trail the wagon! The young day charms me, calling me somewhere—where? (Solution on page 52.) Try making up a message of your own, using titles of songs familiar to your group.

Guggenheim

Each player draws a chart like the one shown. Any name may be used across the top, and a series of four or more nouns is put in the space at the left. The purpose of the game is to fill in the spaces with words that begin with the letter at the top of the column and are in the class of nouns indicated at the left. For example, if MARY is used as in the illustration, the first line might be filled in with the words "mushroom, artichoke, radish, yam," and the second with the words "Mississippi, Arno, Red, Yangtze." Four points are scored for each entry selected by no one else, and one point for each entry used by other players.

	M	A	R	Y
Vegetables.....				
Rivers				
Automobiles				
Boys' Name				

Words Without Songs

Prepare a list of songs well known to the group. From each song pick one line, preferably from odd places where there is a change of rhyme, rhythm, melody, key, or tempo. Here are a few suggestions just to start you off:

Song	Line
Old Oaken Bucket	"The deep tangled wildwood."
Mademoiselle from Armentières ..	"She hasn't been kissed in forty years."
Love's Old Sweet Song	"Still to us at twilight."
Wal I Swan	"Giddup, Napoleon, it looks like rain."
O Where, O Where Has My Little ..	"With his tail cut short and his ears cut long."
Dog Gone	"You can hear those banjos ringing."
In the Evening, By the Moonlight ..	"Sweeter than the honey to the honey bee."
My Evaline	"Gave me her promise true."
Annie Laurie	"What so proudly we hailed at the twilight's last gleaming."
The Star-Spangled Banner	

With this list in hand, the leader reads out one of the lines and points to someone in the group. This person must, without hesitation, sing the words with the correct tune and finish the song. Sound easy? Try it. You may not have a musical evening, but you will have an entertaining one if the players get into the spirit of the game.

When the game is first played it is sometimes a good idea to have the group perform first before picking out individuals to perform. The game can be played with a larger number of people

by dividing the group into several smaller groups and having a contest to see which group can identify the song first by singing the proper tune. One person may recognize the tune before the others, but the whole group should join in singing the song.

Spelling Bee

Even if your friends think spelling bees dull, try these words on them and see their egos deflate. The words seem easy, but few people can spell them all correctly.

Repellent	Shellac	Kimono
Colossal	Picnicking	Rarefy
Supersede	Gaseous	Manageable
Inoculate	Naphtha	Harass
Vilify	Embarrass	

In very large groups, select two teams of eight players each to compete before the rest of the group. Line up the teams facing each other. Give a word to the first player on team A. If he spells it correctly, give another word to the first player on team B. When a word is spelled incorrectly, the player is eliminated and the word given to the next player on the opposing team. Play two rounds. The team with most players at the end of the rounds is the winner. Players who are eliminated do not resume their seats until the spelling bee is over. When the winning team has been determined, each loser selects a person to take his place, and the contest is resumed with new words. In this type of contest the words should not be too difficult, although there should always be a few "sticklers"—words that sound easy to spell but aren't.

Scrambled Colleges

Each of the following groups of letters is the name of a well-known college. Can you arrange each group so that it will spell the proper name? Example: "Raysscue" is "Syracuse." (See page 53 for answers.)

- | | | |
|---------------|------------------|----------------|
| 1. Aboulmic | 10. Itnamseno | 19. Sarsav |
| 2. Africonali | 11. Lolcenr | 20. Seleylew |
| 3. Arigoge | 12. Lonavavoli | 21. Silimwal |
| 4. Cinnetrop | 13. Lunate | 22. Tayfeelta |
| 5. Dupeur | 14. Nylesnapvain | 23. Trashem |
| 6. Fratsnod | 15. Olinisil | 24. Wodonib |
| 7. Galotec | 16. Oteggeworn | 25. Wormsthear |
| 8. Huttrodam | 17. Radravh | 26. Madfroh |
| 9. Imcanigh | 18. Rrettnnhow | |

GUESSING GAMES

Old Sayings

In this game the players complete the saying. (See answers on page 53.)

RECREATION ACTIVITIES FOR ADULTS

- | | | |
|-----------------------|------------------------|------------------------|
| 1. As thin as a..... | 7. As dead as a..... | 12. As clean as a..... |
| 2. As fat as a..... | 8. As round as an..... | 13. As hard as..... |
| 3. As brave as a..... | 9. As blind as a..... | 14. As bitter as..... |
| 4. As spry as a..... | 10. As mean as a..... | 15. As deep as a..... |
| 5. As pure as an..... | 11. As fair as a..... | 16. As stiff as a..... |
| 6. As ugly as..... | | |

Recognition

What famous persons, historical or mythical, do these objects suggest? (Answers on page 54.)

- | | | |
|--------------------|---------------------------|-------------------|
| 1. Hatchet | 8. A glass slipper | 14. Loin cloth |
| 2. A rail fence | 9. An apple | 15. A spider web |
| 3. A kite | 10. A silver lamp | 16. A key |
| 4. A muddy cloak | 11. A smooth, round stone | 17. A wolf |
| 5. A lonely island | 12. Long hair | 18. A steamboat |
| 6. A burning bush | 13. A dove | 19. A brown derby |
| 7. A ruff | | 20. A big stick |

Sieves

What words ending in "sive" are suggested by the following? (See page 53 for the answers.)

- | | |
|--------------------------------|-------------------------------|
| 1. A huge, bulky sieve..... | 9. A final sieve..... |
| 2. An objectionable sieve..... | 10. A quick-acting sieve..... |
| 3. A costly sieve..... | 11. A deceptive sieve..... |
| 4. A dangerous sieve..... | 12. An ordering sieve..... |
| 5. A sticky sieve..... | 13. A connecting sieve..... |
| 6. An answering sieve..... | 14. An inactive sieve..... |
| 7. A following sieve..... | 15. A thoughtful sieve..... |
| 8. A guarding sieve..... | |

Anatomy

What parts of the body are suggested by the following terms? (See page 53 for the answers.)

- | | |
|---|---|
| 1. Two lids | 17. The product of the camphor tree |
| 2. Two caps | 18. A piece of English money |
| 3. Two musical instruments | 19. An article used by an artist |
| 4. Two established measures | 20. A means of crossing a river |
| 5. A number of articles a carpenter cannot do without | 21. The twelfth letter in the alphabet ending in bows |
| 6. Two lofty trees | 22. An instrument used for church music |
| 7. Two fine flowers | 23. A strenuous college game |
| 8. Two playful domestic animals | 24. A military command |
| 9. A number of small wild animals | 25. What a physician claims to do |
| 10. Weapons of warfare | 26. Top of a hill |
| 11. A number of weathercocks | 27. A carpenter's connections |
| 12. A tavern stair | 28. Prison interior |
| 13. Terms used in voting at a meeting | 29. The desire of the press |
| 14. Two students | 30. A shelter from storm |
| 15. A large box | 31. A musical instrument |
| 16. Church building | |

RECREATION ACTIVITIES FOR ADULTS

Mind Your Cues

For each of the following definitions think of a five-letter word beginning with Q. (See page 53 for the answers.)

- | | | |
|--------------|-------------|----------------|
| 1. Game bird | 9. Almost | 17. Secluded |
| 2. Scruple | 10. Search | 18. Stitch |
| 3. Measure | 11. Whip | 19. Repeat |
| 4. Swallow | 12. Partial | 20. Witticisms |
| 5. Annul | 13. Subdue | 21. Nimble |
| 6. Singular | 14. Five | 22. Tremble |
| 7. Monarch | 15. Pen | 23. False |
| 8. Question | 16. Amount | 24. Said |

Name the Number

In this game players are asked to name the number indicated by the blanks in the phrases. (Pages 53-54 have the answer.)

- | | |
|-------------------------------------|--|
| 1. Wilson's points | 38. Friday the th |
| 2. The Unholy | 39. The Roaring s |
| 3. At the stroke of | 40. A, number |
| 4. -year itch | 41. Around the World in |
| 5. Island dressing | Days |
| 6. A pair of s | 42. "You were, my village queen" |
| 7. House of Gables | 43. years of bad luck |
| 8. The Spirit of | 44. The hour, over the top |
| 9. Pieces of | 45. Possession is points of the law |
| 10. th Century Limited | 46. "Into the valley of death rode the" |
| 11. The Musketeers | 47. "..... and blackbirds baked in a pie" |
| 12. The Gay s | 48. The Bears |
| 13. varieties | 49. Drawn and ed |
| 14. The th dimension | 50. The Armistice, ...th hour, ...th month, ...th day |
| 15. "....., ... or fight" | 51. "The night has eyes, the day but" |
| 16. Keys to Baldpate | 52. "..... score and years ago" |
| 17. The R's | 53. ".....s for defense but not cent for tribute" |
| 18. A Tale of Cities | 54. It rained for days and nights |
| 19. Fair, fat, and | 55. "It is an Ancient Mariner, and he stoppeth of" |
| 20. come | 56. "....., buckle my shoe" |
| 21. th inning, all stretch | 57. A cat has lives |
| 22. He sailed the seas | 58. "'Twas the th of April, ..." |
| 23. corners of the globe | 59. The first years are the hardest |
| 24. The colonies | 60. Rain before, dry before |
| 25. Under flags | |
| 26. th Day Adventist | |
| 27. The Apostles | |
| 28. th Night | |
| 29. Cat o' tails | |
| 30. Useless as a th wheel | |
| 31. nights in a barroom | |
| 32. men on a dead man's chest | |
| 33. wonders of the world | |
| 34. Horsemen of the Apocalypse | |
| 35. Ali Baba and the Thieves | |
| 36. equals one bit | |
| 37.-in-hand | |

What Do You Know?

Many people are surprised—and chagrined—to find out how little they know about things they come in contact with every day. Many, many school lessons have been forgotten. The following list suggests a few of the many types of questions which may be asked in this game.

1. How many pints in a bushel?
2. How many acres in a square mile?
3. What is the diameter of a silver half dollar?
4. How big is a dollar bill?
5. What are the dimensions of a three-cent postage stamp?
6. What is the height of a dining table?
7. What is the height of the seat of a straight-backed chair?
8. What lakes comprise the Great Lakes?
9. Name the New England states?
10. Which end goes down first when a horse lies down?

Quiz Programs

The popularity of radio programs of this type has inspired many groups to try their hand at conducting quizzes. Members of lodge, club, company, or union welcome an opportunity to submit questions to test the wisdom of a panel selected from their own group. The quiz program is also suitable for a meeting where two or more groups are present and where representatives may be selected by the groups. If conducted properly, it affords enjoyment for participants and audience alike.

A quick-witted, genial master of ceremonies is required for a successful quiz program. He keeps the show moving at a brisk pace, puts the participants at ease, enlivens the program with his bag of tricks, and keeps the interest of the audience at a high pitch. Following are a few suggestions for a successful quiz program:

Consider the participants as partners in a game rather than as opponents in a contest.

Select questions appropriate to the knowledge, interest, and experience of the group. (Suggested topics for mixed groups are current events, radio programs, movies, well-known books, music, and food.)

In framing questions, secure variety and interest by introducing comparisons, contrasts, superlatives, and personal experiences.

Give the entire audience some opportunity to take part.

In case the quiz is conducted as a contest, dividing the participants into teams of two or more relieves the individuals of embarrassment and makes for greater sociability.

Introducing features used in such radio programs as Truth or Consequences, Double or Nothing, and Information Please affords diversity and heightens interest.

ANSWERS

Following are the answers to a number of the games and quizzes in the preceding sections:

Transformations

1. east; last, lest, west
2. boy; bay, ban, man
3. hate; have, hove, love
4. hard; hart, hast, east, easy
5. heat; head, held, hold, cold
6. walk; balk, bark, mark, mart, tart, tort, toot, trot
7. slow; show, shot, soot, moot, most, mast, fast
8. silk; sink, sins, sans, sags, rags
9. sail; said, slid, slip, ship
10. white; whine, shine, spine, spice, slice, slick, slack, black
11. dawn; darn, dark
12. moon; soon, soot, spot, spat, spar, star
13. rich; rice, ride, rode, role, pole, poll, pool, poor
14. dry; cry, coy, cot, lot, let, wet
15. rain; raid, said, slid, slit, slot, slow, snow

The Alphabet House

Some of the words which will be found in the Alphabet House are: roof, gable, window, room, desk, cot, shade, stove, furnace, bell, garage, cup, drain, sofa, studio, den, table, rod, box, door, rug, pine, page, couch, bed, chair, cellar, vane, pane, sash, library, closet, bowl, bin, broom, mop, vase, ridge, stud, clock, pin, tub, gas.

A Square Meal

Lamb	Ale	Clams	Crab	Hen
Beets	Kraut	Bread	Corn	Aspic
Damson	Cake	Grapes	Bananas	Mead
Beans	Pork	Cream	Bran	Roe
Bacon	Pecans	Kale	Ices	Sage
Peas	Goose	Endive	Mace	Sago
Rice	Ham	Veal	Spice	Scone
Tea	Beer	Cress	Pie	Crackers

Sight-Seeing in New York

The landmarks are: Chinatown, Holland Tunnel, Triboro Bridge, Coney Island, Gramercy Park, Grant's Tomb, Aquarium, Times Square, Metropolitan Tower, Madison Square Garden, Statue of Liberty, Riverside Drive, Columbia, Fifth Avenue, Chrysler Building, Metropolitan Museum, Park Avenue, Washington Square, Bowery, Flatiron Building, Radio City, Empire State Building, Bronx Zoo, Central Park, Waldorf Astoria.

Scrambled Songs

There Are Smiles	Believe Me If All Those Endearing
Wait for the Wagon	Young Charms
I Hear You Calling Me	A Perfect Day
The Gypsy Trail	Old Black Joe
Where Is My Wandering Boy To-night?	Somewhere a Voice Is Calling
	Always

Scrambled Colleges

- | | | |
|---------------|------------------|----------------|
| 1. Columbia | 10. Minnesota | 19. Vassar |
| 2. California | 11. Cornell | 20. Wellesley |
| 3. Georgia | 12. Villanova | 21. Williams |
| 4. Princeton | 13. Tulane | 22. Lafayette |
| 5. Purdue | 14. Pennsylvania | 23. Amherst |
| 6. Stanford | 15. Illinois | 24. Bowdoin |
| 7. Colgate | 16. Georgetown | 25. Swarthmore |
| 8. Dartmouth | 17. Harvard | 26. Fordham |
| 9. Michigan | 18. Northwestern | |

Mind Your Cues

- | | | |
|----------|-----------|-----------|
| 1. Quail | 9. Quite | 17. Quiet |
| 2. Qualm | 10. Quest | 18. Quilt |
| 3. Quart | 11. Quirt | 19. Quote |
| 4. Quaff | 12. Quasi | 20. Quips |
| 5. Quash | 13. Quell | 21. Quick |
| 6. Queer | 14. Quint | 22. Quake |
| 7. Queen | 15. Quill | 23. Quack |
| 8. Query | 16. Quota | 24. Quoth |

Old Sayings

- | | | |
|----------|-------------|-------------|
| 1. Rail | 7. Doornail | 12. Whistle |
| 2. Pig | 8. Orange | 13. Flint |
| 3. Lion | 9. Bat | 14. Gall |
| 4. Cat | 10. Miser | 15. Well |
| 5. Angel | 11. Lily | 16. Poker |
| 6. Sin | | |

Sieves

- | | | |
|--------------|---------------|----------------|
| 1. Massive | 6. Responsive | 11. Delusive |
| 2. Offensive | 7. Successive | 12. Compulsive |
| 3. Expensive | 8. Defensive | 13. Cohesive |
| 4. Explosive | 9. Decisive | 14. Passive |
| 5. Adhesive | 10. Impulsive | 15. Pensive |

Anatomy

- | | | |
|----------------------|----------------------------------|-------------------|
| 1. Eyelids | 12. Inn-step (Instep) | 22. Organ |
| 2. Kneecaps | 13. Ayes and Nos (Eyes and nose) | 23. Football |
| 3. Eardrums | 14. Pupils | 24. Shoulder Arms |
| 4. Feet | 15. Chest | 25. Heal (Heel) |
| 5. Nails | 16. Temple | 26. Brow |
| 6. Palms | 17. Gum | 27. Joints |
| 7. Tulips (two lips) | 18. Crown | 28. Cell |
| 8. Calves | 19. Palette (Palate) | 29. Circulation |
| 9. Hares (Hairs) | 20. Bridge | 30. Roof |
| 10. Arms | 21. L-Bows (Elbows) | 31. Mouth Organ |
| 11. Vanes (Veins) | | |

Name the Number

- | | | |
|-------------|----------------|-----------------------|
| 1. Fourteen | 6. Nines | 11. Three |
| 2. Three | 7. Seven | 12. Nineties |
| 3. Twelve | 8. Seventy-six | 13. Fifty-seven |
| 4. Seven | 9. Eight | 14. Fourth |
| 5. Thousand | 10. Twentieth | 15. Fifty-four, forty |

RECREATION ACTIVITIES FOR ADULTS

- | | | |
|-------------------|-----------------------|-------------------------------------|
| 16. Seven | 32. Fifteen | 48. Three |
| 17. Three | 33. Seven | 49. Quartered |
| 18. Two | 34. Four | 50. Eleventh, eleventh,
eleventh |
| 19. Forty | 35. Forty | 51. A thousand, one |
| 20. Seven, eleven | 36. Twelve and a half | 52. Four, seven |
| 21. Seventh | 37. Four | 53. Millions, one |
| 22. Seven | 38. Thirteenth | 54. Forty, forty |
| 23. Four | 39. Forties | 55. One, three |
| 24. Thirteen | 40. One | 56. One, two |
| 25. Two | 41. Eighty | 57. Nine |
| 26. Seventh | 42. Sixteen | 58. Eighteenth, seventy-
five |
| 27. Twelve | 43. Seven | 59. Hundred |
| 28. Twelfth | 44. Zero | 60. Seven, eleven |
| 29. Nine | 45. Nine | |
| 30. Fifth | 46. Six hundred | |
| 31. Ten | 47. Four, twenty | |

Recognition

- | | | |
|-----------------------|-----------------|------------------------|
| 1. George Washington | 8. Cinderella | 15. Robert Bruce |
| 2. Abraham Lincoln | 9. William Tell | 16. Bluebeard |
| 3. Benjamin Franklin | 10. Aladdin | 17. Red Riding Hood |
| 4. Sir Walter Raleigh | 11. David | 18. Robert Fulton |
| 5. Robinson Crusoe | 12. Samson | 19. Al Smith |
| 6. Moses | 13. Noah | 20. Theodore Roosevelt |
| 7. Queen Elizabeth | 14. Gandhi | |

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RIDDLES AND PUZZLES

"Can you guess this?" You've often heard this. And if you're a puzzle fan—or even if you're not—it's hard to resist when someone says, "Here's a good one. Try it."

Riddles and puzzles have their enthusiasts just as crossword puzzles do. But even the people who are not fans can seldom resist racking their brains when someone says, "Can you guess this one?"

Most riddles and puzzles are best when the group is small. Some are solitaire games, but a number can be used in groups as large as twenty by having individuals compete with each other or on teams, and by scoring a point for the team or person first guessing the correct answer. In this chapter the first sections contain the riddles and puzzles which can be introduced in a larger group; the second those which are suitable only for solitaire play. In the second section the puzzles have to be worked out by individuals, but they are appropriate for small groups because they are simple enough so that several people can be doing puzzles at the same time, and they are fun for others to watch. When such puzzles as 1, 2, and 3 in this first section are presented to a large group, they should be written on a blackboard or on large sheets of paper or cardboard which can be hung on the wall or mounted on an easel.

Try to solve these riddles and puzzles yourself and then try them on your friends. The solutions are given at the end of the chapter.

FOR LARGER GROUPS

Mary

1. This is the way one girl signs her name. Can you guess what her full name is? 2000 lbs.
2. This is what a man said when he looked into a box. Can you read it? **O I C U R M T**
3. Here is some advice. Can you read it? **B^o in but not 2^o in**
4. Write twelve thousand, twelve hundred, and twelve in five digits.
5. It is true that in the United States there are post offices where one can purchase thirteen two-cent stamps for a cent and a quarter?
6. Make one word out of NEW DOOR.

7. Here is a dialogue between two men in a cheap restaurant down near the railroad. Can you understand what they say?

FUNEM
SVFM
FUNEX
SVFX
OKMNX
GUREZ

8. Can you read this?

That that is is that
that is not is not is
not that it it is.

9. A letter was addressed in this way to a man. Can you tell his full name and address?

HILL
JOHN
MASS

10. Here is a sentence to read.

STAND TAKE TO TAKING
I YOU THROW MY

11. This is a statement containing about thirteen words. Let's see you solve it.

O
B E D
.....et

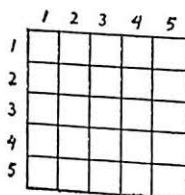
12. With three straight lines change this into a word.

aaaaal

13. CROSSWORD PUZZLE

ACROSS

1. Subject of discourse.
2. Theme for talk.
3. Matter treated in a speech.
4. The question.
5. The issue.



DOWN

1. Golf mounds.
2. He is obligated.
3. Green vegetables.
4. Organs of sight.
5. Oceans.

14. Here's a sentence to write out in words. Can you do it?

The train master says that
this train stays in the station
from 222222 and that that
train stays from 2222222.

15. A statement containing five words is written this way. Try to read it.

F	STANDING	F
R	miss	R
I		I
E		E
N		N
D		D
S		S

16. FIREPLACE CONUNDRUM. Here's something more difficult, a double command found over a fireplace in England.

If the B MT put:
If the B putting:

17. In the following code the same letter must be inserted fourteen times to make the sentence read correctly. What is the letter?

ALHOUGHHEWOOSIERED,
HEYOLDHEOFOLDAL

18. Insert the same letter eleven times in the following succession of letters and make a sentence.

I E M E F A E D I I E I I G S

BRAIN TEASERS

Game books and magazines today are chock full of minute mysteries, riddles, tricks, and games involving mental gymnastics. They are the fad of the moment and are especially good for small club groups whose members know each other well and like to test their wits as well as pit their strength against each other. The following games are included here as samples. Try them out, and if your group likes them and you want more, you'll find all you can use in number and variety in the books mentioned at the end of this chapter. You can also make up some of your own. How about a riddle contest?

Riddles

1. What tune makes everybody glad?
2. What increases its value when turned upside down?
3. What is the difference between a hill and a pill?
4. Why was the first day of Adam's life the longest?
5. How do we know that beer was made in the Ark?
6. What is better than presence of mind in a railway accident?
7. What is it that occurs once in a minute, twice in a moment, and not once in a thousand years?
8. Which is the merriest letter in the alphabet?
9. Why does a dog go only halfway into the woods?
10. What is this: The more you add to it the smaller it becomes; the more you take away from it the larger it becomes?
11. What ships seldom sail out of sight?
12. What trade would you suggest to a small boy?
13. What is everything doing at the same time?
14. Upon a hill there is a mill, by this mill there is a walk, under this walk there is a key. What is it?
15. When is a man thinner than a lath?
16. What is a sheep after it is six years old?
17. If a boy ate his father and mother what would it make him?
18. What is that from which the whole may be taken and yet some remains?
19. What is the longest sentence in the world?

Problems

1. A man has \$1.15 in modern U. S. currency. He cannot make change, however, for any coin up to and including a dollar (i.e.,

a nickel, a dime, a quarter, a half dollar, or a silver dollar). He has neither a dollar bill nor a silver dollar. What coins has he?

2. The Bookworm. Two volumes are standing on a bookshelf in the usual order. The covers of the books are each a quarter of an inch thick and the pages within each book measure three inches in thickness. A worm burrowed from the first page of volume one to the last page of volume two. How far did he burrow?



3. The Apple Man. A man starts with a basket of apples and leaves them at three stores. At the first store he leaves half of his apples and half an apple; then he goes to the second store and leaves half of his remaining apples and a half an apple; then he goes to the third store and leaves half of his remaining apples and a half an apple, and leaves the third store eating a whole apple, the last one left. How many apples did he have when he started, and how many did he leave at each store?

4. If from six you take nine
And from nine you take ten
Ye wits now the puzzle explain
And if fifty from forty be taken, there then
Will just half a dozen remain.

5. I have two coins totaling sixty cents. One of these coins is not a dime. What denominations are the two coins?

6. A man found a purse containing \$2. He then had five times as much as he would have had if he had lost \$2. How much did he have in the first place?

7. A fish's head is as long as its tail. The head, tail, and body are fifteen inches long. If the head were twice as long as it is, the head and tail together would be as long as the body. How long is each?

8. A drove of sheep and turkeys have ninety-nine heads and feet. If there are twice as many turkeys as sheep, how many are there of each?

9. A bottle and a cork cost \$1.10, the bottle costing \$1 more than the cork. What was the cost of each?

10. A boy driving some cows was asked how many cows he had. He replied, "When they are in line there are two cows ahead of a cow, two cows behind a cow, and one cow in the middle." How many did he have?

11. An iron bar weighs 40 pounds. Into what four weights must you break this bar to enable you to weigh on a balance scale 1, 2, 3, 4 pounds, etc., all the way up to 40 pounds? You may either

add or subtract weights on the scale, but you must be able to produce all weights from 1 pound to 40 pounds.

12. A party of ten consists of two grandfathers, two grandmothers, three fathers, three mothers, three sons, three daughters, two mothers-in-law, two fathers-in-law, one son-in-law, one daughter-in-law, two brothers, and two sisters. How is this possible?

PUZZLES FOR INDIVIDUALS

Persons with time on their hands often enjoy trying to solve puzzles. The following puzzles are designed primarily for one person, although advice from a partner may be helpful. Copies of these puzzles may be made of heavy cardboard and left in envelopes or boxes in the game or club room where they may be picked up at odd moments.

1. Magic Squares. Rearrange the numbers so that the sum of the numbers counted vertically, horizontally, or diagonally will total 15 in square number 1, and 34 in square number 2.

1

3	2	7
8	5	9
4	6	1

2

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

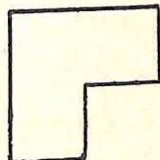
2. Number Blocks

7	5	6
8	3	2
4		1

Eight wooden blocks are numbered and placed in box as shown herewith. The puzzle is to shift the blocks in the fewest moves until you get them in consecutive order. No block can be removed from the box.

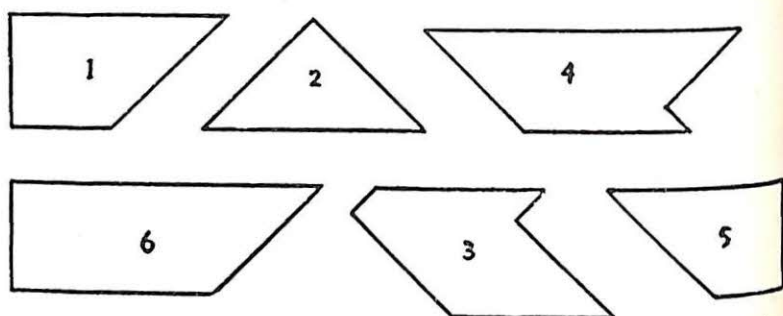
1	2	3
4	5	6
7	8	

3. A farmer left a plot of land to his four sons with the request that each son should receive a plot just the same size and shape as that of the others. How would you divide this land into four plots of equal shape and size?



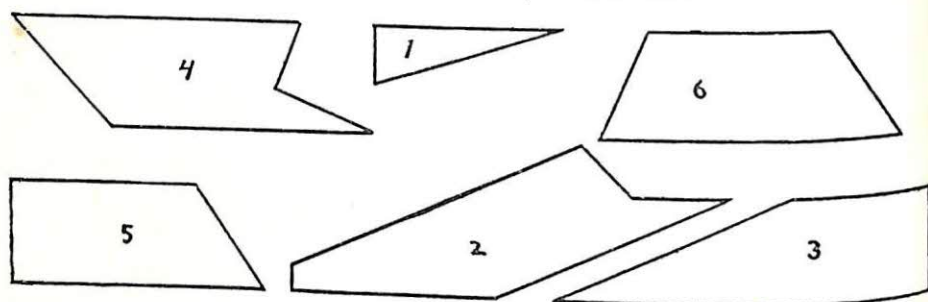
4. THE **F** PUZZLE

Assemble parts to form an F



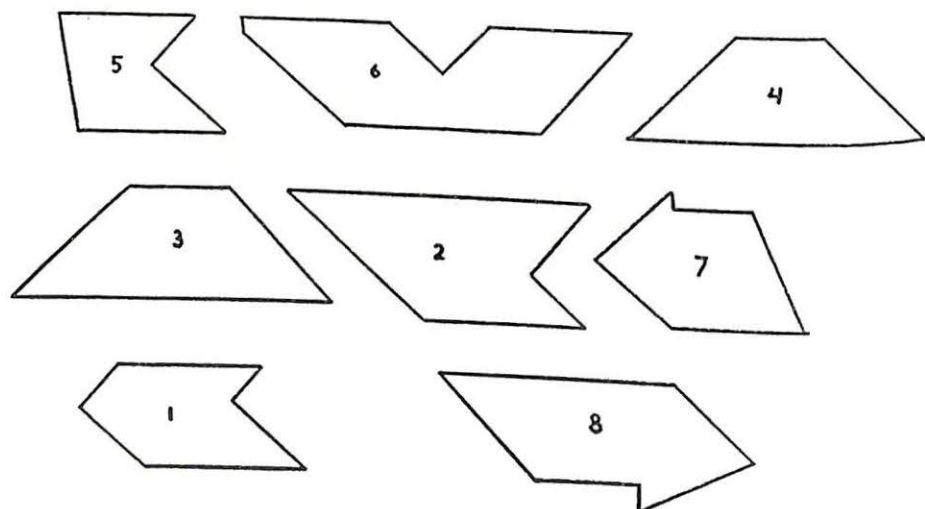
5. THE **K** PUZZLE

Assemble the pieces to form a K



6. THE **B** PUZZLE

Assemble the pieces to form a B



7. Tumbling the Tumblers. Place three empty water glasses on the table, with the center one bottom side up. The puzzle is to turn over any two glasses each time, one in each hand. Make *three* such turns altogether, ending with all three glasses bottom side up. No two glasses may be turned over twice in succession.

8. Place five coins in a row with alternating heads, tails, heads, tails, heads. The coins should touch each other. Moving always two coins which touch each other, can you rearrange the coins in three moves so that they will be in the following order: heads, heads, heads, tails, tails?

9. Coin Checkers. Place three pennies (P) and three other coins (X)—or three buttons of one color and three of another—with a space between as follows:

P P P X X X

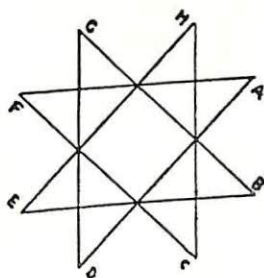
The object is to move a coin into the vacant space or jump as in checkers, until all those marked P are where those marked X are now and the X's are where the P's are now. The coins may not be moved backward.

10. Coin Puzzle. Place three coins on a table, touching one another in this order: a nickel, a penny, and a dime. Try to place the dime between the two other coins while observing these rules:

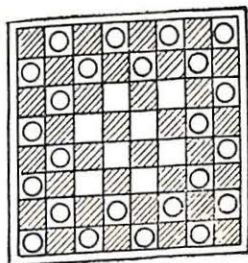
You may touch the penny but you may not move it.

You may move the nickel but you may not touch it.

11. Star Puzzle. Make a star as indicated. The object is to place buttons or pennies on seven points of the star by starting each one from an uncovered point and sliding along the lines indicated to a point opposite. For instance, a penny is moved from H to E, where it remains. E is covered and, therefore, may not be used as a starting point. Can you cover six of the remaining star points?



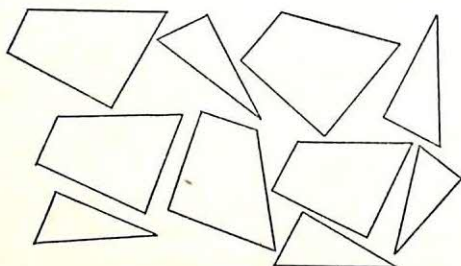
12. Checkerboard Puzzles. (A) Use a checkerboard or outline a diagram of 64 squares on a piece of cardboard. Place the counters as indicated in the accompanying diagram. Starting with any man, jump one of the other counters diagonally, forward, or backward, continuing until only one man is left on the board.



The capturing man must always land on the square immediately beyond the man captured. However, any number of squares may intervene between the start of the jump and the man to be jumped.

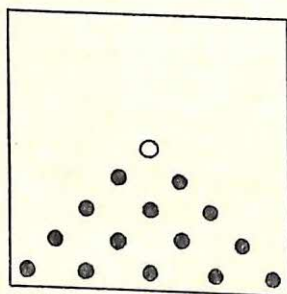
(B) Place 14 men on the white squares along the border of the checkerboard. Place an extra man on any vacant white square and jump it with any of the border men. Follow the rules given above; continue until only one man remains.

13. Ten-Piece Square. Trace the pieces below on paper, cut them out, and arrange them to form a square.



14. Triangle Peg. Paint fifteen spots on a board, as shown in the diagram, and make fourteen men of a contrasting color. Use any material for the men—washers, wood, cardboard, or beans.

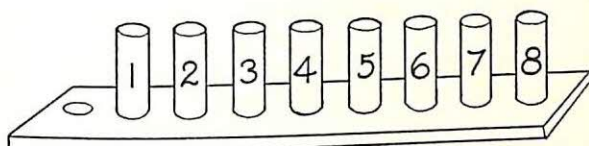
Place the men on the spots, leaving the top one vacant. Try to get all the men off the board by jumping as in checkers. No moves except jumps are allowed; remove each man as soon as he is jumped. The last man should end up on the top point. (Jumps may be horizontal as well as vertical and diagonal.)



15. Human Checkers. Paint nine spots in a row on a cardboard or wooden base. Eight cardboard or wooden counters should be painted, four of one color, four of another. (If a wood base is used, pegs or golf tees could be placed in drilled holes, instead of using counters.) Place all men of one color at one end of the board, the other four at the opposite end, and leave the middle spot vacant.

The object is to reverse the positions of the men, so that the colors are transposed to their opposite ends. The center spot should be vacant at the end. No backward moves are allowed, and only one counter may be moved or jumped at a time.

16. Reversible Frogs. Paint nine spots on a cardboard or base and place eight counters on them, leaving the left end one vacant. Number the counters (frogs) in order as shown in the diagram. The object is to shift the frogs either by single moves or jumps until their numerical order is reversed.



17. Nine Checkers. Place numbered checkers or counters on a board as illustrated. Jump the disks over one another, removing the jumped checkers, and leaving the last one in the center square. Any number of continuous jumps constitutes a single move; disks may be jumped in any direction.

	1	2	3	
	4	5	6	
	7	8	9	

ANSWERS

For Larger Groups

- Mary Overton.
- "Oh, I see you are empty."
- Be independent (in the pendant) but not too independent
- 13,212.
- Yes, a cent and a quarter dollar equals 26c.
- Rearrange the letters, spelling ONE WORD
- "Have you any ham?" "Yes, we have eggs."
"Yes, we have ham." "O.K. Ham and eggs."
"Have you any eggs?" "Gee, you are easy."
- That, that is, is; that, that is not, is not. Is not that it? It is!
- John Underhill, Andover, Massachusetts
- I understand you undertake to overthrow my undertaking.
- A little darky (dark E) in bed with nothing over him and a blanket (blank-et) under him
- Adapt

- | | |
|-------------------|------------------------|
| 13. Across:—Topic | Down:—Tees (T T T T T) |
| Topic | Owes (O O O O O) |
| Topic | Peas (P P P P P) |
| Topic | Eyes (I I I I I) |
| Topic | Seas (C C C C C) |

14. The trainmaster says that this train stays in the station from two-to-two to two-two (1:58 to 2:02) and that that train stays from two-to-two to two-two, too (1:58 to 2:02 also).

15. A little misunderstanding between friends

16. If the grate be (great B) empty, put coal on (colon). If the grate be full, stop putting coal on. (A period is a full stop.)

17. Although the two tots tittered, they told the oft told tale.

18. Nine men fanned in nine innings.

Brain Teasers—Riddles

1. Fortune
2. The number 6
3. One is hard to get up, the other is hard to get down
4. Because it had no Eve
5. Because the kangaroo went in with hops, and the bear was always bruin
6. Absence of body
7. The letter M
8. U, because it is always in fun
9. Because after the halfway mark he starts coming out
10. A hole in the ground
11. Hardships
12. Grocer (Grow, sir)
13. Growing older
14. Milwaukee
15. When he's a-shaving
16. Seven years old
17. An orphan
18. The word "wholesome"
19. "Go to prison for life"

Brain Teasers—Problems

1. He has a fifty-cent piece, a quarter, and four dimes
2. One-half inch (through two covers only)
3. He started out with 15 apples. He left 8 at the first store, 4 at the second store, and 2 at the third store. He then had 1 left to eat.
4. From SIX take IX and S will remain;
From IX take X and I will remain;
From XL take L and X will remain. (Read vertically.)

5. Fifty-cent piece and a dime. (Taking the statement literally, one coin—the fifty-cent piece—is not a dime.)
6. \$3.00
7. Body, nine inches; head, three inches; tail, three inches
8. Nine sheep and eighteen turkeys
9. Bottle, \$1.05; cork, \$.05
10. Three
11. Weights should be 1, 3, 9, and 27 pounds each.
12. The party consists of two little boys and two little girls, their mother and father, and both their mother's and father's parents (their two grandfathers and two grandmothers).

Puzzles

1. Magic Squares

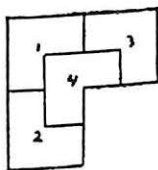
4	3	8
9	5	1
2	7	6

9	5	4	16
6	10	3	15
11	7	14	2
8	12	13	1

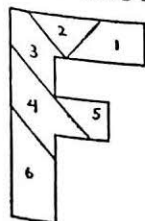
2. Number Blocks. It can be done in 23 moves, the fewest possible. Move the blocks in the following order: 1, 2, 6, 5, 3, 1, 2, 6, 5, 3, 1, 2, 4, 8, 7, 1, 2, 4, 8, 7, 4, 5, 6.

NOTE: Lettered blocks may be used in place of numbers.

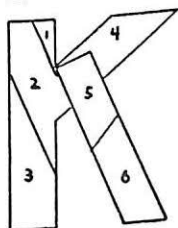
3. The land may be divided as illustrated.



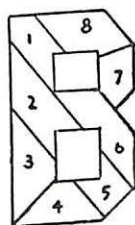
4. The F Puzzle



5. The K Puzzle



6. The B Puzzle



7. Tumbling the Tumblers. Number 1 glass is to the left, number 2 glass is the center one, number 3 glass is to the right.

First turn No. 2 and 3

Second turn No. 1 and 3

Third turn No. 2 and 3

8. The coins are placed thus to start:

	Head	Tail	Head	Tail	Head
A. Number the coins	1	2	3	4	5
B. Move 3 and 4	1	2			5 3 4
C. Move 5 and 3	1	2	5	3	4
D. Move 1 and 2			5	3	1 2 4

9. Coin Checkers. The secret is to always keep the P's and X's alternating. Never let two X's or two P's come side by side after you start moving them.

10. Coin Puzzle. Place one finger of your left hand on the penny and with the right hand push the dime against the penny so that the nickel will be moved. This will allow space enough to place the dime between the penny and the nickel.

11. Star Puzzle. The only way to cover the seven points of the star is to cover on each successive move the point from which the penny was started on that particular move. For example, if the penny is moved from H to E, the next move would be from C to H. The remaining moves would then be as follows: F to C; A to F; D to A; G to D; B to G.

12. Checkerboard Puzzles. In order to simplify the explanation of these puzzles, number the white squares on your diagram from 1 to 32. Run the numbers in sequence across the rows; 1, 2, 3, and 4 on row 1; 5, 6, 7, and 8 on row 2; and so on. The following numbers correspond to your diagram and indicate the moves necessary to solve the puzzles. Other solutions are possible, but only one is given for each puzzle.

Puzzle A

From	1 to 10	27 to 18	32 to 18
	7 to 14	5 to 23	25 to 15
	17 to 10	26 to 19	29 to 11
	21 to 7	16 to 23	20 to 7
	2 to 11	12 to 26	3 to 10
	8 to 15	31 to 22	24 to 6
	4 to 18	13 to 26	28 to 1
	9 to 23	30 to 23	

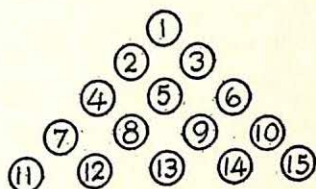
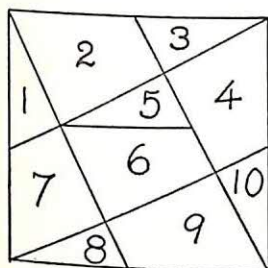
Puzzle B

Place the extra man on square 7 and jump as follows:

2 to 11 3 to 10 4 to 18 12 to 26 13 to 26 32 to 18 28 to 10
20 to 7 1 to 15 5 to 23 31 to 22 30 to 23 29 to 15 21 to 7

13. Ten-Piece Square. (See A below.)

14. Triangle Peg. Number as in diagram. 4 jumps to 1, 6-4, 1-6, 12-5, 14-12, 11-13, 7-2, 10-3, 13-6, 3-10, 15-6, 6-4, 4-1.



15. Human Checkers. Solution in 24 moves. Move L, jump R, move R, jump L, jump L, move L, jump R, jump R, jump R, move R, jump L, jump L, jump L, jump L, move R, jump R, jump R, jump R, move L, jump L, jump L, move R, jump R, move L.

16. Reversible Frogs. Move the frogs four times in the following sequence: 2, 4, 6, 8, 7, 5, 3, and 1. Next, move frogs 2, 4, 6, and 8. The numerical order will then be reversed.

17. Nine Checkers. Four jumps required: jump 5 over 8, 9, 3, and 1; jump 7 over 4; jump 6 over 2 and 7; jump 5 over 6.

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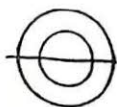
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TRICKS AND MYSTERY GAMES

You won't necessarily be a modern Houdini if you succeed in doing these tricks, but you'll impress even the most skeptical of your friends if you make a good job of them!

Solutions are given at the end of the chapter, but don't consult them until you're absolutely stuck!

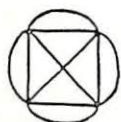
TRICKS AND MAGIC



1. Draw this diagram without lifting your pencil from the paper, retracing, or *crossing* a line.



2. Draw this diagram without lifting your pencil from the paper, retracing, or erasing a line.



3. Do the same with this diagram.

4. Candle Blown Through a Bottle

Announce that you can blow out a candle through a bottle. Place a lighted candle on a table and about five inches from it place a bottle. Now blow out the candle.

5. Card Magic

From a deck of cards place five or six Jacks, Kings, or Queens on a table in an orderly row. Ask someone to turn some of the cards around while you are out of the room, and when you return you will tell them which cards have been reversed.

6. Magic with a Watch

Have a player mentally select a number from 1 to 12. Tell him to start with the number *above* the number he selected, and count to himself the taps you make on a watch until he reaches 20, when he tells you to stop. Now if you know how to do the trick you can announce to the assembled audience the number he selected, and show those near by that the matchstick or pencil which you used for tapping is pointing to that number. How is it done?

7. Disappearing Coin

Ask for a dime and tell the audience you can make it disappear. Put your left elbow on the table and with your right hand rub the dime on your left arm between the elbow and wrist. Drop the

dime once with some remark about how small it is; pick it up with the left hand, drop it into your right, and continue rubbing. Drop it again with another remark. Pick it up with the left hand but *pretend* to drop it into the right and continue rubbing as before, finishing with an exclamation that it has disappeared. Keep the coin concealed in your left hand and then with mock surprise make it appear from someone's ear or mouth.

8. What would you add to 9 to make it 6?

9. Subtract 45 from 45 and leave 45.

10. Show how 8 eights will make 1,000.

11. Mathemagic

Write a whole number of three figures. Now announce that you will reverse the number and subtracting the lesser from the greater give the answer without hesitating. You can do this by determining the last figure quickly. The middle figure is always 9. Subtract the last figure from 9, and you get the first figure and the entire answer. This stunt can be even more mystifying if you give the answer before writing down any figures and then have someone perform the subtraction on a piece of paper or on the blackboard to check your answer.

532

235

297

12. The Mysterious Addition

The trick is to write down the sum of five lines of five figures when you know only the first line. It looks complicated and is always impressive if done with finesse.

Have some person in the group write down the first line for you. Any figure may be used, but the last figure on the right cannot be either zero or 1. Suppose the person chosen writes down 86215. You can now give the answer, which in this instance will be 286213, regardless of what other four lines are written down later. The first number of the total is always 2, the next four numbers are the same as the first four in the original line, and the last figure is determined by subtracting 2 from the last figure on the right. In the example given, 5 was the last figure on the right. Subtracting 2 from it we have 3, and the whole answer: 286213.

But what about the other four lines? How can you be sure they will total this number? To make the trick even more mystifying, ask another person to write down the second line of five figures, and just for good measure—the fourth line, also of five

figures. You write down the third and fifth lines. But to make the trick work, each figure you write down must total 9 when added to the figure directly above. If you are skeptical, total the following numbers and see for yourself:

86215
35206
64793
82143
17856
286213

13. How to Tell a Person's Age

a. Let the person whose age is to be discovered do the figuring. Suppose, for example, that his age is 15 and that he was born in August. Ask him to put down the number of the month in which he was born and proceed as follows:

Number of the month	8
Multiply by two	16
Add five	21
Multiply by fifty	1050
Add the age 15	1065
Subtract 365, leaving	700
Add 115, making	815

The first two figures on the right will always indicate the age and the remaining the month the birthday falls in.

b. Here's another way of doing it: Ask the person to think of his age, multiply it by 3, add 1, multiply by 3 again, add the original number, and tell you the result. Cross off the last digit, and the result is the person's age.

14. Double Magic

This trick will tell you not only a person's age but also the amount of change in his pocket. Ask him to write down his age, multiply it by 2, add 5, and multiply by 50. Now ask him to subtract the number of days in the year (365), add to the result the amount of change he has in his pocket (under one dollar), then add 115 and announce the result. The first two digits will be his age, the last two will be the amount of change.

For example:

Age	16
Multiply by 2	32
Add 5	37
Multiply by 50	1850

Subtract 365	1485
Add change in pocket (12c)	1497
Add 115	1612

First two digits equal 16, last two digits equal 12.

15. Number Magic

This is one of the most interesting of the number tricks, provided, of course, the group does not know the method. Write the number 1,089 on a slip of paper and ask one of the group to put it in his pocket without looking at it. Then ask him to write down any number with three digits in descending order. Tell him to reverse the number and subtract the smaller from the larger. Then tell him to reverse the result and add. Now tell him to look at the answer in his pocket. The result will be 1,089.

For example:

Number chosen	842
Reversed	248
Subtracted	594
Reversed	495
Added	1089

16. Ninety-nine

On a piece of paper write down any number between 1 and 50; fold the paper and have one of the guests hold it. Now ask any one to select a number between 51 and 100, and then add a number which you give him. (The number which you give to be added is always the result of 99 minus your original number.) Now he has a number between 100 and 200. Tell him to cross out the left-hand digit, which is 1, and to add it to the number remaining. Then subtract this number from his original number. The answer will be the number that was written down at the beginning of the trick.

For example:

Write a number on a slip of paper (43)	58
Someone selects another number	56
Give him a number to add (99 - 43)	114
Cross out left-hand digit, add to remainder	1
	15
Subtract from original number	58
	-15
Remainder equals number written on paper	43

17. Predetermined Sum

Write a number on a slip of paper and seal it in an envelope. Then ask any three people in turn to write a row of four figures under one another on a small pad of paper.

Have a fourth person add the figures and announce the sum to the group. Remove the slip of paper from the envelope, and the number written on it will be the same as the sum on the pad.

Solution: Use a pad without a back cover so that you can write on both front and back. Before starting, write three rows of four figures on the back of the pad, adding them and writing the answer on the slip of paper for the envelope instead of writing beneath the columns of figures.

Turn the pad over before you ask the three people to write down their own numbers. Later when you ask the fourth person to add the columns, reverse the pad back to your original figures so that his sum will correspond to the one in the envelope.

18. How to Tell the Number of Relatives

Write down the number of brothers (2)	2
Multiply by two	4
Add three	7
Multiply by five	35
Add number of sisters (2)	37
Multiply by ten	370
Add number of grandparents (2)	372
Subtract 150	222

The first figure from left tells the number of brothers, the second the sisters, and the third the grandparents.

19. Mental Magic

How to tell an individual's age and phone number! Furnish each person with a pencil and a piece of paper, and ask him to put down his phone number, then to multiply this by 2, add 5, and multiply the result by 50. Now ask him to add his age to the total, and also the number of days in the year (365). You are now ready to demonstrate your superior mental powers. Have the individual participants give you their results in turn. From the total each one gives, subtract 615. The remaining row of figures will be the numbers you want. The last two are always the person's age; the others in the total, the phone number.

20. The Hidden Coin

Lay a piece of colored paper on the table and on it place a coin. Cover a glass tumbler with a handkerchief and set it over

the coin, top down. Remove the handkerchief and the coin will have disappeared. Produce the coin from your pocket.

Solution: Before doing the trick paste a trimmed piece of similar colored paper across the top of the tumbler, keeping this hidden with the handkerchief. When inverted over the original paper the coin will be hidden. Produce a second coin from your pocket.

21. Mind Reading

Have each person write a question on a slip of paper, fold the slips and drop them into a box or hat. Mind reader holds first question to forehead, first giving the answer, then reading the question. Magician unfolds paper to verify it, then takes another slip and repeats the process.

The secret lies in arranging ahead of time for someone present to write a specific question on his slip of paper. The mind reader, knowing this question already, answers it first. Then when he unfolds the paper to "verify" it, he actually is reading the second question so that he can answer it next time. In this way he keeps one question ahead of the audience.

22. Magic Pencil

Hold up an ordinary pencil and state that you can make it write either red, white, or blue. When a color is called, you simply write RED, WHITE, or BLUE on the paper.

23. Broken Match Trick

A match is broken under cover of a handkerchief and yet appears unbroken when the cloth is removed.

Before starting the trick, slip a match into the hem of the handkerchief. Now hold up the second match and cover with the handkerchief, bringing the match in the hem underneath to the top. Have someone break this latter match, then produce the other one intact.

24. Double Rope Escape

"A" rope is tied to both wrists of one person.

"B" rope is tied to both wrists of other person, but it is first looped through the "A" rope. Tell the two persons to separate without untying knots.

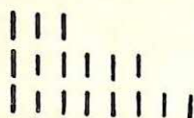
25. Match Tricks and Games

These may be played on hikes and picnics by breaking twigs into a number of sticks of even length.

a. Thirteen matches are used in this trick. A man had 6 open

front stables for his 6 horses. Thieves tried to steal his horses, and did steal the wall of one stable, so the man used the remaining lumber to make 6 stables with doors for his horses. How did he do it? (Take away one match and make 6 enclosed stables with the remaining 12 matches.)

- b. Using 6 matches make 4 equilateral triangles.
- c. Using 5 matches form 2 equilateral triangles.
- d. Place 7 matches in such a way that 5 matches may be counted crosswise or up and down.
- e. Place 5 matches on a plate. Ask 5 people each to take a match, yet leave 1 on the plate.
- f. Use only 9 matches to make 3 squares.
- g. If it takes 4 matches to make a square, how many matches to make 2 squares?
- h. Arrange 16 matches to form 5 squares. Now move 3 to new positions so as to bring the number of squares down to 4.
- i. Using 8 matches, show that half of 12 is 7.
- j. Place 11 matches to form 5 triangles. Remove 2 matches and leave 3 triangles.
- k. Using 9 matches, make three dozen. (Do not break the matches.)



- l. Place 17 matches in this formation. Two people play. Each draws in turn, taking any number of matches he wishes from any *one* row. The object is to make your opponent pick up last match.

MYSTERY GAMES

In these games you need a confederate who knows the trick or system used in each one. He leaves the room, and while he is out the group decides upon some object. When he returns he tells what object was selected without any apparent signal from you or the others. The other players try to guess how the confederate learns which object to pick. When a person thinks he has discovered the trick he takes the confederate's place. Frequently it develops that the person's idea is all wrong. The confederate then goes out again. If the person is right, however, he may take the confederate's place until someone else guesses the trick.

Telepathy

Place four objects on the floor or table, or mark four rectangles on the blackboard. While the confederate is out of the room the group selects one of the four objects. The leader then calls the

confederate back, who tells which object was chosen. He may pretend to take great care, studying each object in detail first. Later he may give the correct one from some distance, even from outside the room, or blindfolded. The signal is given by the leader in recalling the confederate. Both players have memorized a word or phrase in connection with each article as follows:

OK	ALL READY
ALL RIGHT	COME IN

Therefore if the group selects the upper right article, the leader would call "All ready," and the confederate upon returning would point or name the upper right hand object.

This and That

A player and his partner select four objects, two situated above the others, or they place four objects at the corners of a square. Secretly they agree to name these objects as follows:

THIS	THIS ONE
THAT	THAT ONE

The player then leaves the room or covers his eyes, stating that he will guess which one of the objects the group has chosen. When the choice has been made the partner begins to ask questions. He indicates the right object by using its right name when he points to it. For example, he may point to the upper left object and say, "Is it that?" The player immediately answers, "No," because the right name is "This." His partner next asks, "Is it this one?" pointing to the upper right object. The player replies, "Yes," because his partner named the object by its right name as he pointed to it.

This game may be made more baffling if the player and his partner agree that after a certain number of questions or repetitions of the game the names of the objects shall be reversed. Still later the chosen objects can be indicated by the use of a wrong name instead of the right one.

Red, White, and Blue

While the confederate is out of the room, the group selects some object in the room, possibly something worn by one of the players. On the confederate's return the leader points to any object and the confederate says "No" until the right object is pointed out. The signal is given when the leader points to something red. The confederate knows that the next article pointed to will be the one selected by the group. The next time the confederate returns the signal is something white: the third time

it is something blue. That is why the game is known to the leader and confederate, but *not* to the group, as "Red, White, and Blue." It is similar to, but more complicated than, "Black Magic," in which the signal is to mention something black just before the correct article.

Jamboree

As the confederate leaves the room he places four fingers on the door jamb to signal the leader that he, the confederate, will say "Yes" when the leader points to the fourth article. The group then picks any article and the confederate is recalled. The leader, having caught his confederate's signal of four fingers on the door jamb, points to any three articles asking, "Is it this?" "Is it that?" and the confederate answers "No," to each. The fourth article pointed to must be the one the group decided on, and when the leader points to it the confederate says "Yes." The signaling should be varied from one to five fingers and be done very unobtrusively.

Tom Thumb

Three objects are placed in front of the leader, one of which is selected by the group while the confederate is out of the room. Upon returning, the latter pretends to make a difficult decision and then names the correct article. The leader has signaled him with his thumbs. His hands are folded in his lap, and very quietly he crosses his right thumb over his left to indicate the article on the right; his left thumb over the right one to indicate the article on the left; and his thumbs parallel and together to indicate the center article.

Mind Your Questions

Place four objects in front of you. Before the game starts, you and your confederate number the articles mentally from one to four. As the game begins, the confederate leaves the room as in the previous game. When the group has selected one of the objects and the confederate returns, give him the signal by asking any question, starting with a one-letter word if the first object was selected, a two-letter word for the second, a three-letter word for the third, and a four-letter word for the fourth.

No Legs to Stand On

The signal in this game is given by the leader in his first question by indicating whether the object has legs or not. If it has, he mentions from then on only objects which have no legs, until the correct one which has legs. If the article does not have

legs, only articles with legs are mentioned after the first one until the article chosen is pointed to. This, of course, is one without legs.

Mental Telepathy

The group selects a number while the confederate is out of the room. When he returns, blindfolded if desired, he stands behind the leader, places his hands lightly on the leader's temples or jaws and gets by "mental telepathy" the number chosen. The leader makes the mysterious thought waves by clenching his teeth slightly. This hardens the jaw muscles and causes the temples to swell so that it is easy for the confederate to guess the number selected. If the number is 621, the leader clenches his jaws six times, pauses, clenches them twice, pauses, and then clenches them once. Zero is indicated by ten presses.

Secret Signals

A different type of mystery game can be played by secretly choosing a confederate whom the gathering does not suspect of being "in cahoots" with you. The signals are made in plain view, so they must be casual and unobtrusive. One of the most effective is to have the confederate smoke a cigarette. The cigarette in the right corner of his mouth means the right article, in the left corner the article on the left, and if the confederate doesn't put the cigarette to his mouth at all, the center article. Or the leader can guess whether cards are red or black by similar signals from his confederate.

Signals can also be given by clasping hands or moving the hands or feet in a prescribed manner. These signals can be very deceiving if the movements are natural to the confederate.

Solutions

Tricks and Magic

1.



2. Turn a small corner of your paper towards you. Draw a horizontal line on the main part of the paper till it meets the point of the turned-down corner. It should be the same length as the line in the diagram. Continue the line along the corner. This should not show on the large sheet, but should equal the distance between the line in the circle and the circumference. Now turn your pencil off the corner and away from it. Start drawing the

circle. When you come to the corner, turn it back and complete the circle.

3. Fold a piece of paper in half. From the edge where the fold is, fold the paper again, but this time turn the paper only about a half inch. Now along the edge of the second fold draw a line about an inch long in the center of the paper, so that it makes two lines with one stroke, one on the fold, the other on the main part of the paper. To do this, a soft pencil should be used. Keeping the pencil on the paper, unfold the paper and complete the diagram.

4. When you blow be sure your mouth is about six inches from the bottle and on a level with the candle flame. The round bottle will divide the air current, which unites on the opposite side and blows out the flame.

5. Notice that the cards have a wider margin at one end. When you place them on the table have all the wide margins nearest you. Then when you return to the room it is a simple matter to see which cards now have narrow margins nearest you.

6. You tap at random for seven taps, but on the *eighth* tap touch 12 on the watch, on the *ninth* tap touch 11, and so on, going around the watch face backward. When the player stops you your pointer will be touching the number he had selected mentally.

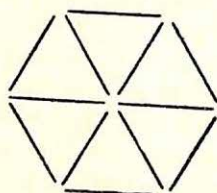
8. The letter S: S IX

9.
$$\begin{array}{r} 9\ 8\ 7\ 6\ 5\ 4\ 3\ 2\ 1=45 \\ 1\ 2\ 3\ 4\ 5\ 6\ 7\ 8\ 9=45 \end{array}$$

10.
$$\begin{array}{r} 8\ 6\ 4\ 1\ 9\ 7\ 5\ 3\ 2=45 \\ 8\ 8\ 8 \\ 8\ 8 \\ 8 \\ 8 \\ 8 \\ 1,0\ 0\ 0 \end{array}$$

24. Take the center of one rope, push up through loop on other person's left wrist, over, down his left hand, and the two will be entirely free.

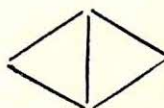
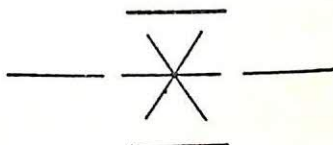
25. a. Six enclosed stables with 12 matches.



b. Place 3 on table to form triangle. Now hold 3 in place above them to form an equilateral pyramid.

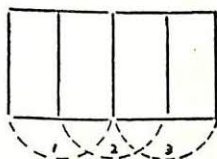


d.



e. The last person to pick up a match takes plate and all.

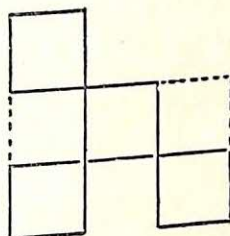
f.



g. Seven matches.



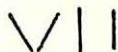
h.



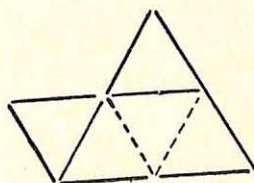
i. Place 8 matches to form Roman numeral 12.



Now remove half, leaving Roman numeral 7.



j.



k.



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DINNER TABLE FUN

Eating in itself is one of the best forms of recreation known to man, and when this is combined with a program of amusing stunts and tricks, it's no end of fun!

Every group is certain to get together around the banquet table from time to time, and some clubs meet frequently for a luncheon or dinner. The sociability developed on these occasions is an index to their success.

The ideas that follow are sure to enliven your banquet. The entire group, or selected individuals, may take part.

If you want more of these stunts you will find them in the sections "Hilarious Stunts, Contests, and Relays," "Guessing Games and Mental Gymnastics," and "Tricks and Mystery Games."

Each table is supplied with a piece of paper and a pencil. Starting with the head of the table, each person adds ten words to a statement on some designated subject, such as Women's Rights, Women Work Harder Than Men, or any other topic that may be amusing to the group. After each player writes his ten words, the paper is folded before it is passed on, so that the next one does not see what has been written previously. It is also very interesting to write a progressive letter, having one person write the introduction and first paragraph, the next person write the body of the letter, and the third person write the closing paragraph and sign the letter in any form he wishes. When all the tables have completed their papers, the resulting compositions are read by the person at the head of each table. The best paper is determined by popular vote.

Penny Poison

This is one of the hardy perennials at luncheon clubs. The guests are all asked to dig down in their pockets and place all their pennies on the table in front of them. With his back to the group, a pianist starts to play. As he plays, a glass into which a napkin has been tucked is passed around the table from one diner to the next. When the music stops whoever is holding the glass drops in a penny. The "ante" is raised to a nickel after three or four times. Finally a hint is dropped that the last time the glass is passed the fine for the person holding the glass will be a quarter. The glass travels rapidly now. When the music stops and the victim is ready to "shell out," the announcement is made that the lucky man who now has the glass may pocket all the money.

If there is only one table and the group is large, use several glasses if you want a little more action in the game.

Who Is It?

The group is divided into teams of eight or ten, the persons sitting around a small table or at a section of a large table comprising a team. Each team is given a list of the surnames of the members of the entire group. (In a large organization, the names of not more than twenty are listed on the paper.)

The teams then think up descriptive sentences for each name on the paper, writing them beside the names. For example, a Mr. Flower might be described as "he makes the dough," or a Mrs. Gamble as "she takes a chance."

The leader of each team then reads the completed descriptions aloud as the rest of the group try to guess the name. The person who first guesses the correct name scores a point for his team, and these points are totaled to determine the winning team.

Dinner Table Races

If diners are seated at separate tables, the individuals at each constitute a team and compete with the other tables. Teams should be evenly divided for these games. If there is one long table arranged in horseshoe, rectangular, or circular formation, guests are numbered off and two or more teams formed around the table.

Raisin Feeding

The first person on each team is given a bowl containing raisins. Each diner is provided with a toothpick. At the starting signal the first player spears a raisin, feeds it to the second, and passes the bowl to him. The second does the same to the third, and this is continued until the bowl reaches the last person on the team.

String Pass

a. The first person on each team is given a ball of string. Holding the end, he passes the ball to the next person. When the last person receives the ball he raises his hand and his team scores a point.

b. Number 1 player now starts a ring on the string, which is passed from player to player until it reaches the last one. The team finishing first scores a point.

c. The ring is passed back to the owner. Another point is scored.

d. The ball of string is rewound. In this and in (c), the last player starts the race on the signal from the leader and the race ends with the first player.

What's Your Name?

Give a piece of ruled paper and a pencil to the first person at each table. At a starting signal ask him to write his surname on the first line, leaving room for his given name. As soon as he does so, he passes the card quickly to the second person. He writes the first person's given name in the proper place, signs his surname on the second line, and passes the card to the third player. If he doesn't know his neighbor's name, he must turn to him when he receives the card and ask him what his name is. The game ends when the first person writes down the given name of the last player. If the tables are arranged so that the paper cannot be passed easily from the last player to the first, the last player writes down his own given name and then waves the paper in the air as a signal that his team has completed its list of signatures. This is a particularly good game if the players are not well acquainted and have to ask each other what their first names are.

The Interrupted Speech

After a real speech has been delivered, the chairman eulogizes a leading citizen without stating his name and concludes by saying, "You all know the man to whom I refer. We will be glad to have a few words from him." Two men stand up, glare at each other for a moment, and each at first politely and later rather heatedly insists that he is the man for whom the introduction is meant. Finally one man says, "I know I am the man intended because I was asked to make this talk and have my speech written out, and I am going to read it." Whereupon he reads speech number two while the other man stands and glares at him. At about the end of his speech the other man starts reading his, apparently drowning out the first man, who in turn stands and glares at him while he reads his nine sentences. Just at the end he complains to the toastmaster regarding the interruption. A little argument follows, after which the toastmaster states that the only plan he can see is for each to read one sentence at a time. The first sentence of the first speech is given, followed by the first sentence of the second speech, and so on. At the end of the nine sentences the man with speech number one appeals to the toastmaster, objecting to the fun being made of him. The second man replies, and the toastmaster tells them both to sit down unless they can give better speeches.

First Speech:

1. To be called on to speak on this occasion gives me great pride.
2. I presume you do not want me to talk long.
3. Therefore I will keep you but a few moments.

4. After the fine meal you are probably in a mood for something more entertaining than I can give you.
5. I am at a loss as to just what I should say.
6. I know I have done very well on previous occasions.
7. Some people wonder why figuring out my eloquent speeches does not make my head ache.
8. The reason is that my mind runs on and on.
9. My tongue has difficulty in keeping up.

Second Speech:

1. "Pride goeth before destruction," saith the Bible.
2. It is the truth.
3. There is something about that statement that appeals to me.
4. Those few words express my feelings perfectly.
5. It is a pleasure to hear such a plain statement of an easily recognized fact.
6. However, some people are willing to make an emphatic statement to the contrary.
7. There is not a thing in it.
8. It shouldn't go any farther; it has done enough damage already.
9. The sooner we can put an abrupt stop to it the better we will be satisfied.

—From Recreation Institute Report in
Kit 38, published by the Cooperative
Recreation Service, Delaware, Ohio.

Table Song

To the tune of "We Won't Get Home Until Morning" each table in turn makes up and sings a verse. Here are three for a starter:

We are table *One*, we are table *One*

We are table *One*, and the fun has just begun.

We are table *Two*, we are table *Two*

We are table *Two*, we say "how do you do"
to you.

We are table *Three*, we are table *Three*

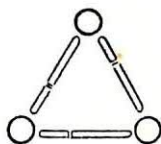
We are table *Three*, and we're feeling like
a spree.

TRICKS

Here are three simple tricks suitable for use at a banquet.

The Knife Bridge

Place three glasses upside down on the table in the corners of a triangle and three knives of the same length between them, forming the sides of the triangle. Be sure that the glasses are one-half inch away from the knife ends. The problem is to form a bridge with the knives, using the glasses as bases, without moving the glasses from their present position.



Mysterious Fork

Prick the tines of a fork with the thumb and index finger of your right hand. Now, with great ceremony, place the fingertips of your free hand on a glass, vase, or some other object and draw from it—to the bewilderment of the onlookers—a ringing musical note. Can you discover the trick?

Magnetic Spoon

Pick up a spoon with the thumb on the handle and the middle finger in the bowl.



SOLUTIONS

1. Place the flexible blade tips together, under one knife and on the other, so that they remain firmly together. Then place each knife handle on a glass.



2. Placing your free hand on some object—and perhaps giving a talk on magic while you are doing so—is only for effect. The trick is done with your other hand. Lower the fork to the table as soon as the tines have been pricked. The table acts as a sounding board and allows the note from the makeshift tuning fork to be heard.

3. First rub your finger and thumb on the tablecloth to remove all grease and moisture.

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HILARIOUS STUNTS, CONTESTS, AND RELAYS

Men and women riding bicycles aren't often funny, but just put them on kiddie cars and have them race with each other—you won't need a laugh meter to gauge the results!

You'll find equally uproariously funny stunts and games in this chapter that can be used for parties, picnics, or after-meeting socials. These games are packed with laughs. Skip them if you're looking for the kind of entertainment the "Late George Apley" would have liked!

STUNTS

Tumbler Tumbling

Ask the player you've selected to be the victim whether he has ever been able to do the difficult stunt of balancing two tumblers full of water on the backs of his hands while trying to make a speech. Stress the fact that the difficulty comes from having to concentrate on speaking while performing the delicate feat of balancing the tumblers. It sounds easy to him, so he trustingly holds out his two hands, palms downward, while you place the tumblers on his outstretched fingers. He can either make a speech now or recite a simple nursery rhyme such as "Jack and Jill Went Up the Hill." This he is likely to do a little disdainfully because the stunt has been so easy, and he thinks its difficulty overrated. But he quickly becomes aware of his predicament when you turn away and do not offer to remove the glasses. He'll have a few bad moments trying to get rid of them unless you relent and come to his assistance.

Hide the Egg

An accomplice is sent out of the room, and the leader informs the group that an egg is to be hidden which the person who is out will find without spoken directions. It has been arranged that the egg will be in a certain person's pocket. The egg is put in the pocket of the person previously decided upon. The accomplice is brought in, and after a few false searches goes to the correct person and claps his hand down on the egg. The egg is hard boiled and no harm is done, but the victim is not quite sure for a moment when he hears the egg break.

The Black Insignia

A lampblack stunt! Place three dishes on a table, one empty, one containing water, and the third, lampblack. Blindfold the initiates and bring them in one at a time. Tell the candidate to

put his finger in the first dish and then to write his initials, or the initials of the organization, on his forehead. He does the same with the second and the third dishes—with misgivings, of course, for he has no idea what he is putting on his face and probably fears the worst. The blindfold is then removed, and the next initiate brought in. It is only when the second man goes through the paces that the first candidate learns with relief what he has branded himself with. This stunt is best for men's groups—women won't like it!

The Airplane Ride

This is old, but no collection of "goat" stunts is complete without it. The victims are all kept in another room until the plane is ready to take off. (The plane is a flat board about the size of an ironing board.) The board is placed a few inches from the ground and is supported at both ends by books or blocks of wood. The pilot stands facing the board just about in the middle. The assistants stand at either end.

When the board has been set up the first victim is blindfolded and brought in. He is told that he is not only going for a ride but that he will be expected to "bail out" when he is in mid-air. The pilot helps the passenger to get up on the board and tells him he may put his hands on his shoulders for balance. All is set now. With a whirring of the motors the plane starts upward, at least so the passenger thinks. The assistants make the whirring noise while they raise the board. They do not lift it more than a few inches, but while they do they jiggle it a little so that the ride is rocky. Meanwhile the pilot, on whose shoulders the passenger's hands are resting, stoops down slowly to give the passenger the feeling of rising in the air. When he gets so low that the passenger can't touch his shoulders, he cautions the passenger to get ready to jump, and then shouts, "Bail out." The poor passenger, holding his breath, gets ready for a mighty leap of six feet only to discover that he is but a few inches from the ground. While the plane is in the air, shouts of "watch the chandelier!" and "don't let him bang his head on the ceiling!" will add to the excitement.

Pillow Pelt

Two persons are blindfolded, and each one is given a pillow. Starting some distance away from each other, they try to find their opponent and pelt him with the pillow. Unknown to the blindfolded players, a third pillow is brought into play by one of the other players who is not blindfolded. He pelts the blindfolded players before they can come close enough to hit each other. He buffets first one, then the other, and each blindfolded person,

thinking the other is doing the hitting, strikes back with a vengeance.

Steeplechase

While the unsuspecting victim looks on in pained silence, place a number of objects, such as a milk bottle, a sheet of fly paper, a goldfish bowl, a large mirror, and a hard-boiled egg, at irregular intervals across the floor. To show the victim you are really not so bad at heart, tell him you'll let him try out the course first to judge the height of the objects and the distance between them. Then blindfold him and instruct him to walk back over the course.

Of course, you are not going to let him break your fine mirror, or kill the goldfish, so while you are blindfolding him have someone remove the objects. The victim will high-step in comical style over the imaginary objects. The people on the side lines help steer him and congratulate him heartily as he gets safely over each of the nonexistent objects.



If you don't want to bother with such a variety of objects, use lighted candles or eggs. If you use eggs, tell the victim he will have to pay five cents for each one he breaks, but that you will give him ten cents for each whole one remaining on the floor after he has completed the course. Replace the eggs with peanuts or crackers which make crunching sounds very much like eggs when they are stepped on. As each one crackles underfoot you'll hear the victim groan and count another nickel lost!

Cruelty

Justice at last for the incurable practical jokers! Each person is given a pencil and paper and told to write down a stunt he would like to see performed but would hate to do himself. Explain that the stunts are to be collected and distributed to the persons named. When everyone has finished writing a stunt, the leader *cruelly* announces that he had decided to change his mind. Everyone must perform the stunt he wished on someone else.

The Gathering of the Nuts

Announce that you have been attending a series of lectures and demonstrations on modern dramatics and that you are going to illustrate the new idea of staging a play. Ask for volunteers. Usually two or three good sports will respond. Ask one to play the part of the Queen and to sit down on a chair. The other is to

be King. He stands at the Queen's side. The King has a favorite dog, so another player is requested to get down on all fours. But the Queen wants a pet, too. Call on someone from the audience to play the part of a cat. This player gets down on all fours at the Queen's side. Now call on other players to be the fan bearers, the gentlemen-in-waiting, and the ladies-in-waiting. You will also need two players to represent the lights and two to represent the curtains. The two players who are representing the curtains stand together in the middle of the stage. The lights stand in front of them. Instruct the others briefly what parts to assume when the lights go out and the curtains part. With all the dignity and nervousness of a stage director call out, "Is everybody ready? Pose." But before the lights have a chance to move, have someone from the audience who has been primed beforehand get up and ask the name of the play. At this point you blurt out, "Oh, I forgot to tell you. It's 'The Gathering of the Nuts.'" Make a quick exit.

CONTESTS

Nursery Race

Each contestant—there should be two or more—is given milk in a nursing bottle or a soft drink bottle with a nipple on it. The first to empty his bottle is the champion "baby" of the crowd. Watch out for the babies who bite the nipples to make the holes larger!

The race is even funnier as a partner contest. Each baby has a "mama" who holds his bottle. The babies don bibs and sit on chairs with their backs to their mamas. The mamas hold the bottles while the babies drink. Babies may not touch the bottles. In the excitement mama sometimes lets the milk run down baby's chin, but that is part of the fun.

Orange Battle

A jousting tournament between two contestants! Each one has in his right hand an orange on a tablespoon and in his left an empty tablespoon. He uses the latter to try to upset his opponent's orange. It sounds simple, but it can be very exciting. If you want to add to the fun, have a grand free-for-all with five or six players on each side.

Kiddy Kar Bike Race

This is an especially good stunt for men's clubs. Secure about three bikes or velocipedes and have the tallest men race each other across the room.

The Balloon Buster

Two contestants, each with a balloon, face each other. Each is assigned a topic to discuss, and one must blow up his balloon as long as the other one talks. As soon as the talker pauses, his opponent begins to discourse on his topic and the first talker must begin to blow up his balloon. The game continues in this manner until one breaks his balloon. Such topics as these might be assigned:

Why men are better drivers than women (or vice versa)

What's wrong with women's clothes (or men's clothes)

Why a woman should be President of the United States

Tortoise and Hare Race

This is a simple game for two contestants, easily constructed from heavy cardboard and two pieces of twine of equal length. The figures of the tortoise and the hare are drawn in outline and cut out of the cardboard. Both figures should be of the same weight and size. A hole is bored through each figure a little above center to keep it upright when the twine is passed through the hole. One end of each cord is fastened to some object and the other is held by the operator. At the word "go" each operator jerks and vibrates his cord. This moves the animals forward. The movement that sends the racers farthest along the way soon will be discovered, and this will of course win the race. The string should be held as level as possible.

Peanut Stunt

Two or more teams compete simultaneously or in succession. There are two contestants on each team. One holds a quart jar on top of his head with his left hand, and a tablespoon in his right. His assistant holds a small mirror in front of him with one hand, and a bowl of peanuts in the other. The first contestant, using the tablespoon, tries to fill the jar with the peanuts from the bowl as he looks in the mirror. After two minutes a point is scored for each peanut in the jar.

Kiddy Kar Polo

This game, which is still in its youth as games go, has already become a favorite with men's groups. It requires two teams of five or six men each, lined up about forty feet apart. Each man has a kiddy car and ten-cent-store broom. A volleyball or a large rubber ball is placed



in the center of the field. Players mount their kiddie cars, and at a signal try to "sweep" the ball across their opponents' goal line. Each goal counts one point. After a goal has been made, teams line up as before, the ball is placed in the center of the field, and the referee's whistle gives the signal for the next "chukker" to begin.

Deer Stalking

The "hunter" and "deer," both blindfolded, stand at opposite ends of a long table. The hunter attempts to catch the deer, who tries to avoid being caught. The onlookers should remain quiet so that the hunter can stalk the deer through any movements he makes. The game is exciting and full of suspense for the spectators as well as for the players. Sometimes, to add to the fun, the hunter is allowed to make an occasional noise by rapping on the table. This gives the deer more chance to get away. The variation is amusing, for often the hunter decides to rap just when, without knowing it, he is practically on top of the deer.

Crab Race

Teams are composed of two contestants who stand back to back with interlocking arms and balance themselves in a traveling position on their four feet. The teams are then given a distance to race. This race presents fun and hilarity for onlookers as well as contestants.

RELAYS

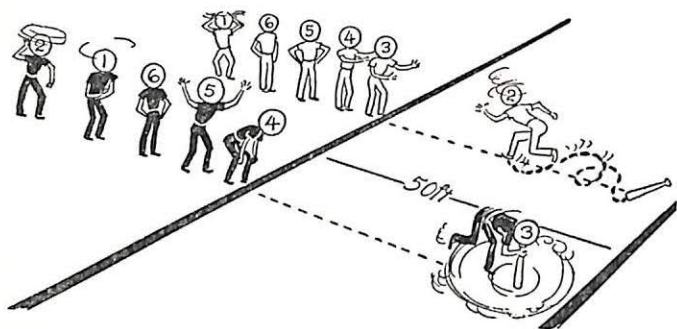
Ping-Pong Relay

In this relay each team is provided with a ping-pong ball and a fly spray gun. Teams take their positions in line formation. At the word "go" the first player on each team must blow the ping-pong ball to the opposite end of the room and back to the head of his line. The ball is blown with the spray gun; hitting the ball with the gun is not permitted. Each member of the team in turn must blow the ball to the end of the room and back. The team whose last member completes the circuit first is the winner. Instead of the ping-pong ball and fly gun, a large tapered cork and a whiskbroom can be used, each contestant being required to sweep the cork with the whiskbroom to the far end of the room and back.

Dizzy Relay

Teams of from four to ten men each are lined up in a file about 25 feet apart on a goal line. A man representing each team stations himself about 30 yards away and directly in front of his team. This

man is equipped with a broom handle sawed off to a length of about $3\frac{1}{2}$ feet. At the signal the first man on each team runs to his stationary man, bends over, rests his forehead on the top of the



broomstick, and in this position turns ten complete circles. The stationary man counts them off for him. When he has completed his ten turns he runs back and touches the hand of the second man on his team, who repeats the performance. The team whose last man returns first to its starting point is the winner. This game will create great hilarity among very young people. Older men and women should not be encouraged to attempt it.

Shoe Scramble Relay

The group is divided into two or more teams, with an equal number of men and women on each team. Each man selects a lady as his partner. While the men remain on the sidelines, the ladies come to the center of the room and remove their shoes, tossing them in a jumbled heap on the floor, and then rejoin their partners. At a signal the men dash to the pile of shoes, and each attempts to find his partner's footgear. He may remove only one shoe from the heap at a time and must return to his partner and place the shoe on her foot before returning for the second shoe. When the lady has both her own shoes she stands on her chair or goes to some predetermined position in the room to attract the attention of the scorekeeper. The first lady to reach this position scores one point for her team, the second two points, and so on. The team having the lowest score wins the game.

Job Lot Relay

Two teams face one another in parallel lines approximately six feet from each other. Allow one foot between each player in the lines. The following or similar objects are placed in front of the person at the head of each line: a basketball, a dry bean, a waste-

paper basket, a cup of water, a large empty paper carton, a pin, and a pair of shoes. At the signal these objects are passed hand to hand down the lines and in the order in which they are named. As the objects reach the player at the foot of each line, he lays them on the floor in the order in which they were received. As soon as he has received and deposited the



last article, he starts picking up the articles and passes them back up the line again, beginning with the first article he received and passing them in the exact order in which they reached him. The team that replaces the articles in front of the first player in the shortest order is the winner.

Potato Push Relay

The shuttle method is used for this relay, with each team of four divided into two files facing the field of play. Each lead player is given a sawed-off broomstick and a large, irregular-shaped potato. At the signal he propels the potato down the floor with the broomstick. Both potato and broomstick must be in front of the player at all times. At the end of his lap he passes the stick to his second player, who shoves the potato back down the hall to the third player, who is waiting at the starting position. The team whose fourth player pushes his potato across the finish line first is the winner.

Who Done It?

The group is divided into teams of equal number, lined up at one end of the hall. On a bulletin board on the opposite wall are tacked numerous short newspaper items from which the headings have been clipped. The referee calls out to the lead-off players a first question such as, "Who broke his leg yesterday?" The lead-off players run to the board and attempt to find the answer in the news items. The player who first returns to the referee with the correct answer scores a point for his team. The next one back scores two points, third one three, etc. Should a player return and report the wrong answer, he must run back to the board and resume his search.

The number 2 runners are then sent off with another question. They return with the answer and score points in the same manner as the lead-off men. After the last set of runners have returned with their answers, the team scores are added and the team with the lowest total score is the winner.

Tissue Relay

This hilarious race is run in shuttle form with the lines spaced at 3-foot intervals at both ends of the hall. Each team is given either a palm-leaf fan, a cardboard substitute, or a folded newspaper. At the feet of each lead-off player is a 3-inch square of lightweight tissue paper on which has been plainly marked the number assigned to the team. At the signal each lead-off player starts to fan his tissue in the direction of the opposite wall. He may fan the tissue of opponents whose paper gets in his way. The team whose last member fans the tissue across the finish line first is the winner.

Paper Bag Relay

The first player on each team runs forward to a chair or a circle on the floor. There should be one in front of each line. Here he picks up a paper bag from a pile which has been placed there before the game starts. Each player blows up his bag, breaks it—he must make sure that it is broken before he starts back—and then returns to the starting line.

This game can be played as a contest between tables at banquets. If it is, the running is eliminated and each player in turn stands up, bursts his bag and sits down.

Forty Ways of Getting There

In this relay players travel across the room, using any form of locomotion they wish, but no two players on the same team may use the same means. They may walk, run, somersault, walk backward, or use any one of forty ways of getting there as long as it is different from the methods used by the other players on the team. The second player does not start until the first touches the opposite wall.

Suitcase Relay

A suitcase relay is always a merry event. Teams consist of an equal number of men and women. The equipment for each team is an umbrella and a suitcase containing such articles as a woman's hat, scarf, and skirt or apron, and a man's hat, coat, and necktie. Teams line up in the usual relay formation. At the starting signal the first man and woman run to a line about thirty feet away, the man carrying the suitcase and the woman the umbrella. They open the suitcase, and the man puts on the apron, scarf, and woman's hat while the woman dons the coat, necktie, and man's hat. He picks up the suitcase, she opens the umbrella and holds it over him, and they return to the starting line. There they close the

umbrella, remove the clothing and replace it in the suitcase, and pass the equipment to the second couple, who repeat the performance.

Slip-Foot Relay

The first player on each team places a block of wood or a potato on his right foot. Each contestant "slip-foots" to a goal and back and gives his block of wood to the next one on the team. He repeats the performance. If the block falls off during the race, it must be replaced before the contestant continues.

To turn the race into a "shuffle" instead of a slip-foot relay, give the contestants a block for each foot and watch them "just shuffle along." This variation is especially good for older people, who shouldn't run too fast anyway.

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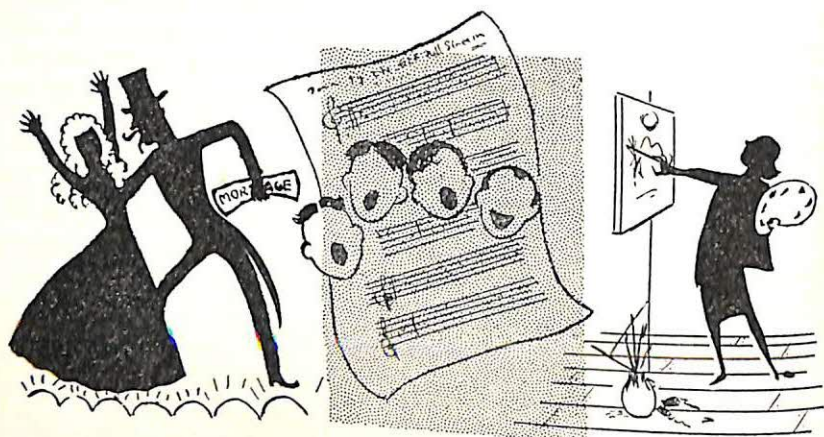
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Part III

DRAMA

MUSIC

HOBBIES



"Ready! Lights! Places! Curtain going up!"

Now wait a minute. You don't need all that stuff. You don't need lights; you don't need a curtain; you don't need a stage. Why you don't even need costumes—well, hardly any costumes.

You can have "dramer," real, palpitating, hair-raising, or side-splitting "drawma" that is sure-fire, designed to fit any group or occasion; you can have *hits* any time or any place you want them with practically no work or expense.

Have you ever heard anyone say, "Oh, yes, I like to sing, but I'm strictly a bathtub performer?" Thousands of men and women who love and appreciate music are restricted to the role of listener simply because they have never had an opportunity to sing or play an instrument with a group of amateurs like themselves who make music for the love of it. Giving such people a chance to express themselves and develop their musical talents is an important part of the recreation program.

"Aren't some people queer, the things they do for fun! Imagine anyone spending his time looking for fossils, deciphering secret codes, or building and operating a miniature railroad." In every group there are individuals with unusual leisure-time interests, but there are many others who enjoy the more popular hobbies.

This section suggests how informal dramatics, music, and hobbies can be made a vital part of the program of every group.

DRAMA

Do you want to liven up that next dull dinner or meeting? Don't hire professional entertainers. Look over the vast assortment of stunts, skits, and varieties of informal dramatic suggestions, pick out something suitable, doctor it up a bit to fit local conditions if you like, find a leader, and get under way. Be careful though. Many groups which have started by giving a few impromptu stunts have wound up producing full-length plays.

What is your group: a club or lodge, church or industrial group, professional or civic organization? Does it meet regularly? Are the members acquainted? Or is it a number of people who are getting together for a special purpose? It doesn't matter. There are stunts and skits for every occasion and group.

You may select your stunt just because you like it and make everything fit as well as possible, or you may select it because it fits certain performers, the available space, and the amount of time allotted. Don't overlook that two hundred-and-fifty-pound fairy queen with his little wand, the Casper Milquetoast, or the Beatrice Lillie in your group! You can build the program around your talent, and the more participants the better even if some play the role of trees, curtain, or off-stage echoes. Remember the play is not the thing, but the players. Almost any stunt done with exaggerated expression and pantomime by persons well known to the group will be funny.



Undoubtedly the best stunts are original ones built around clever ideas. The famous Gridiron dinner skits are usually caricatures and parodies of prominent people and well-known events. References to local people, to any kind of local subject matter, add immeasurably. However, avoid hurting feelings or getting out of the bounds of good taste. Use the means at hand to express the idea. Give it some novelty and distinctiveness in costume or setting. A touch here and there is all that is necessary. Costumes and properties should be symbolic rather than accurate. Wear ordinary clothes with a crown for the king, heads and tails for animals (use animals wherever possible), a large bow in the hair for a little girl, and a floppy Windsor tie for a small boy.

Point number one is to have a leader or director as dependable, resourceful, and clever a person as possible, but above all someone who will go ahead and work things out. The suggestions that follow will help him in the selection of material and the use to be made of it. The informal dramatic material is classified accord-

ing to types or forms, then according to subject matter. Following that are some important tips on how to produce the show and a bibliography of stunts and skits ready for use.

TYPES OF INFORMAL DRAMATICS

Common forms of dramatic activity are (1) pantomimes, (2) skits, (3) stunts, (4) charades, (5) various combinations of these, (6) choral speaking, (7) minstrels, (8) reviews, (9) pageants, (10) musical productions, (11) and, of course, plays. The first five forms can be prepared easily, can even be impromptu, and are therefore practical forms for most groups to use—at least to start with.

Pantomimes

Pantomime is the art of telling a story through the use of gestures, facial expressions, and body movements instead of words. The easiest are those in which the action is performed by one or more players as the story is read. The reader may or may not be one of the actors. Musical accompaniment may be used, and off-stage sound effects add immeasurably.

Pantomime contests between groups can be held without rehearsal. This is similar to charades. The group can be divided into smaller sections and directions given to the leader of each section just before the contest. Each section acts out its story in turn, and the audience guesses what it is. Individuals can be selected to impersonate through pantomime other members of the group or people known to all, and the audience guesses who it is. An Ed Wynn contest was once held by a luncheon club in California. Wynn himself entered and won seventh place.

Pantomime is often used in connection with other forms of dramatic activity, but it can be used alone.

Skits

Dialogue as well as pantomime is used in skits. The dialogue may be improvised by the actors as they go along or it may be memorized. Exaggeration in both action and costume is entirely in place in presenting skits. Blackouts, vaudeville acts, broadcasts, mock trials, dramatizations of stories, poems or songs, shadow pictures, reviews and caricatures of everyday happenings are some of the kinds.

Blackouts

Blackouts are generally played in front of the curtain. They require practically no properties. An important point is to play

them crisply and rapidly. Be sure the actors are clearly audible since the climax of each sketch occurs in the last line, and the audience must hear that to get the point. Lighting is important. Instead of dropping the curtain, the lights that reveal the actors to the audience, whether footlights or spotlights, are simply turned off at the climax line. Thus, by using spotlights, several blackouts can be arranged on the stage at once, and the audience's attention directed to each in turn by the lighting. A rapid succession of these little acts is the most effective way of presenting them.

Broadcasts

Broadcasts provide a way of introducing different kinds of numbers, of building a program around a good impersonator, or of introducing local subject matter in the pattern of a popular broadcast. Quiz programs lend themselves to humorous treatment. A Quiz Kids program can be very funny with local brain trusters on the show answering foolish questions. Twenty Questions, Hobby Lobby, Inner Sanctum Mystery, Gangbusters, Duffy's Tavern, and Truth or Consequences are among the currently popular programs that lend themselves to adaptation.

A fake broadcast using a miniature "mike" connected to the detector tube of a radio and operated from an adjoining room might be given. These mikes can be purchased at local novelty store for a dollar or less.

Mock Trials

A mock trial related to a topic of general interest, or centered around a well-known character, has great possibilities. Use a courtroom setting and follow correct legal form. The contrast between the dignity and seriousness of the court and the burlesque of the mock case accentuates the humor. Let the judge be dignified and then burst into a song and dance at some profound moment. The attorneys should be clever talkers.

The proceedings are somewhat as follows: The court opens with a statement from the judge introducing the case. The clerk then reads the indictment. The accused's crime may be anything from eating with the wrong fork to carrying concealed weapons. After the indictment is read, the prisoner pleads guilty or not guilty, preferably not guilty.

Next, the prosecuting attorney develops his case against the prisoner. He calls upon witnesses and draws out their testimony. The attorney for the defense then has an opportunity to cross-examine them. He next presents his side of the case and calls all his witnesses, who are cross-examined by the prosecuting attorney. When all witnesses have been examined the attorneys make short

speeches, and the judge gives his instructions to the jury. The decision should be rendered by the jury promptly. If the prisoner is found guilty, as he usually is, the judge declares sentence. The penalty often requires the person to present a stunt for the enjoyment of the audience.

Dramatizations of Stories, Poems, or Songs

The plot need not be humorous to start with; it may be very serious and by playing it with overemphasized emotion it will become hilarious. The plot should be simple and preferably well enough known that the parodies or burlesqued treatment will be appreciated. The narrative may be read as an accompaniment to the action, which can be straight pantomime or a combination of dialogue and pantomime. As an impromptu stunt, groups can be asked to work out their own interpretation of well-known stories such as "Little Red Riding Hood" or "The Midnight Ride of Paul Revere," have a short rehearsal, and then present them. If there is more time available, details of costume, properties, and action can be prepared. Until you have tried dramatizations of this sort, you can't begin to appreciate how much fun they can be. They can be as clever, as elaborate, or as sophisticated as the ingenuity and the actors who perform them.

A stirring melodrama can be made of "The Shooting of Dan McGrew" or "The Face on the Barroom Floor." "Uncle Tom's Cabin" has long been a favorite which may now be superseded by "Tobacco Road" or "Gone With the Wind." A more complete list of subjects will be given later.

Many songs lend themselves to humorous treatment. Anyone who ever saw Jimmy Savo enact "River Stay Way From My Door" is aware of the possibilities. He did it in pantomime, as a soloist or chorus sang the words. Some actors sing a line or two of a song and then proceed to demonstrate the meaning of the words. A group can participate as well as an individual. Study the words and let your imagination go.

Variety Shows or Reviews

One way to feature talent, individual as well as group, is by means of a variety show. Find a good master of ceremonies who will keep things moving, fill in the gaps, and prepare the way for the acts, and secure a good pianist. The numbers can be anything available, some good, some outlandish. They can all be unified by different means. For example:

Court Scene

A vaudeville troupe is hailed into court for disturbing the peace.

They prove to the judge that they are artists by demonstrating their acts.

Booking Office Auditions

Performers come for tryouts before an agent. Acts may be announced by performers themselves, by the agent's secretary, partner, or doorman, who, of course, is the master of ceremonies.

Barn Dance Frolic

Barn dance setting and costumes. There should be a hill-billy band, some square dances, and a few typical "rube" acts. A large group can remain on the stage throughout to applaud, sing a chorus occasionally. In fact, the performers may step out of the chorus when they are called upon.

Any device which provides opportunities for by-play, for absurd numbers or stunts, and getting away from the straight presentation of a series of acts adds to their interest and covers many deficiencies.

Features that may be used include:

Ventriloquist	Interview	Harmonica band
Mind reader	Roller skater	Rope twirlers
Juggler	Instrumentalist	Quizzes
Tumblers	Trained dog acts	Spelling bees
Monologist	Tap dancers	Jiu-jitsu or judo
Magician	Hill-billy trio	Bicycle act
Audience stooges	Soft shoe dancers	Baton twirlers
Musical saw	Cloggers	Dialect acts
Comedians	Fencers	Impersonations
	Yodelers	

Shadow Pictures

Popular before the coming of movies, this form of activity might be interesting for its novelty. It would be an effective and appropriate way of presenting an old-fashioned story or a good type of stunt for a gay nineties or early Americana event.

Stretch a sheet across the stage or to fill the space in a doorway. The shadows are clearer if the sheet is evenly wet. The audience must be in the dark while a light is placed about six feet behind the center of the sheet. All actors play their parts between the light and the sheet, as close to the sheet as possible. By moving the light nearer to or farther from the actors, exaggerated effects can be produced. A cylinder of cardboard placed over the light and slowly raised will give on the sheet the shadow effect of a curtain rising.

The subject may be anything appropriate to the occasion. Poems may be dramatized while the words are read aloud. Any sort of story can be enacted and humorous touches can be inserted.

Stunts

Stunts are frequently a means of perpetrating practical jokes upon the audience. A public speaker skilled in double talk and authentic-sounding generalities has fooled professional groups and experts when he has been introduced as a foreign specialist in the field with which the audience is concerned and has proceeded to discuss, vaguely but with just enough genuine knowledge, some phase of their work. Fake accidents or arrest can deceive the audience. They should be timed carefully, come as a complete surprise, and be carried out quickly. A popular stunt is the bogus shooting scrape in which someone in the group suddenly takes issue with the chairman, ends up by drawing a gun, and shooting him with a blank cartridge. Confusion ensues. The victim is carried out, the murderer escapes, shooting as he goes. After it is over, ask the audience to write exact descriptions such as might be used in court: how many shots fired, cause of the quarrel, and other details. Then compare the results. This sort of stunt requires careful planning.

A stunt night program in which the group is divided into several sections, each one presenting a stunt, gives everyone a chance to participate and provides a maximum of fun.

Charades

Charades are usually played as a game in which teams compete against each other. One team dramatizes a word, a slogan, a song, a Mother Goose rhyme, a proverb, or whatever is decided upon beforehand as the type of charade to be played.

The dramatization of words by syllables is one of the most fascinating ways to play it. Each team selects a word, determines how it will be interpreted, rehearses the scenes that are to represent each syllable, and then the scene that is to depict the entire word. The audience is told the number of syllables in the word to be dramatized. The scenes follow in succession, each one announced by the leader. Action may be in pantomime or in conversation, if the latter, the syllables should be introduced into conversation as ingeniously as possible. While the charade is being acted out the others attempt to guess the word. Each team takes turns acting out its word while the other teams play audience. Such words as bandage, spinster, Antarctic, decorate, ingratiate, humdrum, and moccasin are suitable.

Another way is to act out the meaning of the words as a whole rather than the syllables. Instead of words, advertising slogans, popular song titles, proverbs, or well-known sayings can be used.

The modern charade game, called "The Game" by its devotees, has become exceedingly popular among all kinds of groups. Actors are particularly fond of it. The charades may be unlimited as to

subject matter and classification: that is, a mixture of names of plays, quotations, advertising slogans, etc. Or they may be limited to certain categories such as names of books, proverbs, familiar quotations, famous people in history, movies, etc.

One way of playing "The Game" is to divide into two teams with a captain for each. One person acts as umpire and time-keeper. The two teams withdraw to separate rooms. Each player is given a slip of paper upon which he writes a slogan, quotation, or whatever conforms to the particular category to which the charades may have been limited. Each captain collects the slips, the teams return to their places, and the captains exchange their collected slips. A player from one team is given a slip by his captain containing a charade written by a member of the opposing team. He acts this out silently for his own group, and his teammates try to guess what it is in as short a time as possible. While the actor cannot speak a word, his teammates can ask questions and can say anything they like. Certain agreed-upon signals are permitted to save time. The actor may act the charade out word by word; he may divide up some words into syllables, or he may try to enact the whole thing at once. He can do anything he likes so long as he does not speak. Ten minutes is usually the limit allowed for one actor. Time is kept on each player, and the team totals are added at the end. The team with the smallest total wins.

For a more detailed description of "The Game," the conventions, suggested signals, and other ways of playing, consult *The Big Fun Book* published by Greenberg, New York. Don't put off trying "The Game," however, until you can find this book. You have enough to go on to start, and a group will soon work out its own conventions and interpretations. No truer advice was ever given you than this: "The Game" is tops in entertainment and fun no matter what the group may be.

Choral Speaking

A little more serious than the activities mentioned before and requiring more rehearsal than the others, choral speaking, sometimes called verse speaking or choric reading, is nevertheless an interesting and effective form of dramatics. Poems are recited aloud by the group, which is usually divided into two or more sections with the light, high voices in one, and the low, dark voices in the other. Some lines are done by one or the other section alone, some may be spoken by solo voices or two or three voices, and some by all. The results can be highly dramatic, and the preparation is an enjoyable experience. It is necessary to secure the services of a trained leader or to consult a book on choral speaking in order to use this activity.

Minstrels

The traditional minstrel is divided into two parts: the first part and the olio. In the first part comes the chorus, the dances, the jokes and songs by the interlocutor and the end men. The olio is usually a review or a series of humorous stunts and sketches. They may be presented one by one like a vaudeville show, or they may all be tied together around a general theme.

Since a minstrel show requires a certain amount of organization, planning, costuming, and rehearsing, any group that wants to stage one should first select a director and he should get a book on the subject. Good books containing suggested procedures, jokes, stunts, and all the necessary information and material are listed in the bibliography.

Subjects and Adaptations

The importance of original and grass roots elements cannot be overemphasized. If you do not build the whole stunt or skit around familiar events and people, introduce as many names, places, and situations known to your group as possible. All around you are happenings suitable for parody, caricature, or burlesque. The best subject matter for skits and stunts is that which is happening in your own town, office or club every day.

For skits, take current events, history, folklore, jokes, characteristic oddities of people, stories, plays, or movies as the subject matter, give them a few twists and work in some local names and subject matter. Remember that if they are to be done as stunts, they should be overdone. While they should be spontaneous, rehearse them enough to give them some polish.

One way to go about developing a show is to start with a theme. Take Gay Nineties, Barn Dance, political rally, County Fair, Amateur Night, United Nations, or any of a number of such subjects. Begin filling in appropriate numbers or acts, keep in mind available talent and the various forms of informal dramatics described previously and the show begins to take shape. Proper costumes and properties follow naturally. A book like *Thesaurus of Humor* published by Crown Publishers, New York City, provides several thousand jokes on almost every subject, all classified, and explains how to go about adapting and personalizing them to all kinds of uses.

Do's and Don't's for the Director

Casting

1. For some skits, select people who fit the part; for others choose people because they don't.
2. Assign parts for impromptu stunts as the group is assembled.

bling. Give directions or parts to the performers to look over before the rehearsal period.

Costumes, Properties, and Make-Up

1. Make them symbolic, not accurate.
2. Have paper, pins, sheets, beards, tails or other costumes, signs, and properties to be used ready in advance.
3. Use signs to designate trees, mountains, or other scenery or have them announced. Individuals wearing these signs may be placed about, and at times they can make appropriate or inappropriate motions.
4. Use heads and tails or beaks and claws for animals and birds. Let them assume upright positions.

Lights

1. A spotlight will single out any scene or individual. All that is necessary to create a stage is a spotlight.
2. Use whatever lighting is available, for it helps. Be sure to have a responsible person in charge. Give him a copy of the script with all lighting cues inserted.

Rehearsals

1. Unless it is an impromptu stunt, try to get in one or two rehearsals in order to set stage positions, entrances, and exits.
2. Urge performers to speak loudly and distinctly.
3. Point out any climaxes or important lines.
4. Keep it moving; avoid delays in entrances and exits and in picking up cues. Let the dramatic pauses come in the right spots, and make them melodramatic.
5. Encourage the actors to emote and to be very expressive—ah, so very.

PLAYS

After trying some of the informal dramatics, the group may want to do a play. Talent will have been uncovered, and interest awakened. While this is an ambitious undertaking, it is absorbing and rewarding. There are jobs for everyone: making of scenery and costumes, make-up, publicity, lighting, properties manager, tickets, and programs, as well as the work of the actors and director. The services of an experienced director are desirable but not essential.

In selecting a play, choose one which has action, emotion, suspense, conflict, and a climax. Select it according to the group's ability and avoid the threadbare and the trivial. Find one that is not too long or involved. Most amateur performances are under-

rehearsed. Common faults are poor voice production and enunciation, and players dropping out of character when they have spoken their lines.

Reading rehearsals are necessary at first. The parts may be cast in this way, in fact. Parts should be memorized by the time the action is added.

Publications containing detailed information on problems and methods of play production are listed in the bibliography. Some of these are simple and inexpensive. There are many good non-royalty plays, and some of the best ones call for very little costuming or setting.

Note: The National Recreation Association will be glad to suggest plays suitable for specific occasions.

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Baker's Plays, 178 Tremont Street, Boston 11, Mass.
T. S. Denison and Company, 225 North Wabash Avenue, Chicago 1, Illinois
Dramatic Publishing Company, 1706 South Prairie Avenue, Chicago 16, Illinois
Dramatist Play Service, 6 East 39th Street, New York 16, New York
Samuel French, 25 West 45th Street, New York 19, New York
Row-Peterson and Company, 1911 Ridge Avenue, Evanston, Illinois

MUSIC

To almost everyone music in some form can give pleasure and recreation; to many it can give a degree of enjoyment and of renewal of spirit that makes it one of life's most highly prized gifts; and to some it is a well-nigh essential way of life itself. In recent years there has been such widespread participation in music in high schools and colleges that more people than ever before are experienced and interested in musical activities and have considerable ability in one or more of them.



Here is a list of the large variety of musical interests which may be carried on by men's or women's clubs or in mixed groups:

A. In Singing

1. Community singing
2. Informal singing in smaller groups
3. In a glee club or chorus
4. In a quartet or other small group
5. In a minstrel show or amateur show
6. Learning in a group to sing better or more freely as individuals
7. Barber shop quartet contests.

B. In Playing

1. In an orchestra
 - a. Symphonic or smaller concert orchestra
 - b. Dance or "swing" orchestra (or band)
 - c. Chamber orchestra, not necessarily aiming at giving a concert
 - d. Home or club orchestra which might be comprised of almost any combination of instruments
2. In a band
 - a. Elementary, intermediate, or advanced in skill
 - b. Smaller groups
3. In a chamber music group or with only one other player, as in sonatas for violin and piano, flute and piano
4. In a fretted instrument group
5. In playing piano, guitar, banjo, accordion
6. Learning to play a simple instrument such as the ocarina, harmonica, or four-stringed guitar
7. Making and playing a bamboo flute (shepherd's pipe) or one-stringed fiddle or other musical folk instrument

- C. In Listening
 - 1. To concerts, recitals, and musical comedies and the like
 - 2. To phonograph records
 - 3. To radio broadcasts in a room good for quiet listening
- D. In Reading or Hearing about Music
 - 1. Books and magazines
 - 2. Explanatory talks in connection with listening to music

SINGING

Community Singing

Most people love to sing, especially in groups. Informal group singing can be introduced in connection with many recreation programs. It is commonly used in connection with luncheon meetings and banquets, with other meetings and informal gatherings, football and basketball games, between the acts of amateur shows or between motion pictures, or around a campfire. Since books about such singing, named in the bibliography at the end of this chapter, give full advice, only a few pointers to leaders are given here:

- 1. Through a played or sung introduction and the manner of conducting, generate at the outset a good tempo and infectious rhythm in which all can swing along with freedom and ease.
- 2. Awaken the abilities of people to sing from memory or "by ear." We can never know the full enjoyment of singing while we are dependent on reading the words as we sing. The leader should, of course, know the songs by heart himself. Song leaflets or slides are needed for songs not readily sung from memory or by ear.
- 3. Where the situations permit it, encourage the spontaneous starting of a song by a person within the group. Interest more people in being "song starters" who know the songs by heart and are ready to start any of them contagiously when in a gathering where such singing is suitable and welcome. A "singing team" of two or more can be especially effective.
- 4. Cordially urge the group to sit together, leaving no gaps of empty seats; and to sing together, *all* who are at all interested. It is sometimes best, where the group is scattered and not too numerous, to invite everyone to gather around the piano.
- 5. Introduce special effects, by having the women sing the verse and the men the refrain, or ask the women to hum "Humoresque" softly as the men sing "Swanee River." Such special arrangements can pave the way for part singing by easy, painless steps.

Glee Club or Chorus

Anyone who knows a well-established glee club or chorus knows the enthusiasm and strong sense of comradeship its members have for it. With whatever concern such a club is associated, be it a social group, industry, labor union, college, or other organization, all who hear it will naturally identify its members' enthusiasm and loyalty with the spirit of that concern and of all its members. Here is an activity which, besides affording desirable recreation for its participants and listeners, can be an unusually effective influence in bettering the relations between all within the ranks of its parent organization, and between the whole concern and the community or general public.

Good musical leadership is essential. Good organization and good social leadership are also important, the latter often depending mainly on a few members whose interest and loyalty are especially strong. They can be depended on to help keep up attendance, provide for extra sociability at appropriate times, and serve the interests of the club in other ways. Though entrance to the club may be very free in the beginning and care should be taken always to keep the club from becoming a "closed corporation," membership in it should become something to be highly prized. In order to justify the organization of a glee club or chorus and the services of a director, at least three or four singers for each part should be assured, with the expectation that the number of members would be increased later.

A glee club needs the incentive of performing for a good audience now and then. It can also profit from taking part in a combination of choruses once a year or so. The Associated Male Choruses of America, through its state and district divisions, has brought about many a joint concert of its member clubs. This organization also publishes literature of interest to male glee clubs and choruses. Further information about its activities can be obtained from the president, Robert M. Van Sant, Baltimore and Ohio Railroad, Baltimore 1, Maryland. Another organization, which is not devoted exclusively to singing, but which aims to further all musical interests, is the National Federation of Music Clubs. The president is Mrs. Royden J. Keith, 180 East Delaware Place, Chicago 11, Illinois.

Quartets

When the recent third annual "parade" of the Society for the Preservation and Encouragement of Barber Shop Quartet Singing in America brought to Detroit twenty-four quartets from as far away as Utah and Missouri, the entire house had been sold long in advance. A good male quartet has a strong appeal for

listeners as well as for the singers; even a poor one may rejoice the vocalists themselves. It is often surprising how large a number of harmonizers are discovered when any unselected group of men break into song. Most of them are "naturals," doing the trick "by ear," and most male quartet singing is so done. But the eye may play a very rewarding part if it will follow some good printed song arrangements for quartets. This is especially true for the baritone or the second tenor, when the melody is not in his part.

A barber shop aggregation attains its best results in the blending of a light, high tenor, a somewhat heavier second tenor, a baritone with an especially good "ear," and a low, sonorous bass with a solid low F or E. The bibliography includes several song collections containing suitable arrangements.

Incidentally, barber shop quartets are not always masculine. The winner of top honors on one of Arthur Godfrey's recent Talent Scout radio shows was a feminine barber shop quartet. So you might give the girls in your group a chance and see what happens!

Operettas and Concerts

Operettas require a great deal of preparation and rehearsing, but if the group boasts some good singers, this is often an excellent type of entertainment for amateurs to attempt because the beauty of the music makes up for shortcomings in acting ability. Musical plays usually have large casts, too, which means that a part can be found for everyone. If the presentation of an entire operetta is beyond the scope of the group, a delightful concert may be composed of well-known songs from the works of George Gershwin, Jerome Kern, Sigmund Romberg, and other composers. The singers may appear in ordinary evening clothes, or they may be appropriately costumed for their roles, and no scenery is necessary. Solos, duets, and chorus numbers may be included, to give as many singers as possible an opportunity to take part. An interesting program could be worked out on a chronological basis, beginning with Victor Herbert tunes and coming down to current Broadway successes.

Learning to Sing

Learning to sing can be a thoroughly recreational activity. Many have a deep wish to sing in a way more satisfying to themselves. They have the common impulse to sing, but they do not like the sound when it comes out, or else the tightness of some vocal muscle soon makes their throats too "raspy." A good teacher can help as many as ten students at a time, even more if necessary. A local high school or college music teacher with special training and experience in giving group instruction in singing might be enlisted for such service at a nominal rate. It can be keen fun and physically and

mentally very refreshing as well as valuable for all future singing of each member of the group.

PLAYING

In a Symphonic or Smaller Concert Orchestra

Owing to the extent and quality of the instrumental musical activities in our high schools and colleges during the past twenty years, more men and women in America are capable of playing an orchestra or band instrument than ever before. More are also equipped by training and experience for leadership of an orchestra or band.

Obviously, the first step in starting an orchestra is to find an adequate number and variety of players and a good leader to conduct them. In a small orchestra the leader may be also one of the players. Since an orchestra requires an appropriate variety of instruments, any group which cannot fill all its positions from its own membership should be willing to admit players from outside to fill the vacant ones. Many other considerations necessary or desirable in developing an orchestra are discussed in *Starting and Maintaining a Community Orchestra*, mentioned in the bibliography.

In a Swing Orchestra or Band

So many young people are well informed about the make-up and music of an orchestra that the job of getting one started should not be difficult. The prevailing instrumentation of the "name bands" is now three trumpets, two trombones, four saxophones, and "rhythms," which include a piano, bass fiddle, drums, and "traps," and may include a guitar or banjo and bells; but many an orchestra, especially among the amateurs, still includes one or two violins. A great abundance of the music available for this type of orchestra is adaptable to a variety of instrumentalations.

In a Chamber Orchestra Just to Experience the Music

Some people like to play in a group that is not organized or preparing to give a concert. To start such a group, announcement is made that at a certain time opportunity will be offered players of orchestral instruments to join with others in reading and enjoying some interesting symphonic music.

A competent and well-balanced nucleus of players helps to ensure the group's success. Essentials are an adequate supply of music thoroughly worth exploring, a good place to play, and, most important, a competent leader who has sympathetic understanding of the interests of the players. Since congeniality is

especially important, the musical leadership should be supplemented by appropriate social leadership that sees to it that the players are properly welcomed, made comfortable, and given opportunity to meet one another. Refreshments are almost indispensable as a social contribution to such an activity. After the first one or two sessions, an attempt should be made to learn in advance of each succeeding session what players expect to be present. Those in charge can then be better prepared for it. If too many brass instrument players come, band sessions should be arranged for them, or another set of orchestral sessions and players organized. It may be desirable to have the announcements invite only string, woodwind, and horn players. Any needed players of trumpet, trombone, or tuba could be personally invited later.

In a Chamber Music Group

Anyone who knows an amateur chamber music player knows how enthusiastic his interest can be. Here are three suggestions for a chamber music group. First, try to set up a Musical Amateurs' Exchange, consisting of an interested person with a home or office and an information file. In this file would be kept names, addresses, and musical interests of groups already playing and of individuals who want to play in trio, quartet, or larger chamber music group or merely with one other person as in sonatas for violin, cello, or flute with piano. Here is someone who plays the piano and would like to play sonatas with a violinist. Here is a string quartet whose second violinist is going to be out of town next week and a substitute is desired, or which wishes to play some music for a "clarinet quintet," so it is looking for a clarinetist. Or it may be a less advanced group wishing to play some simple ensemble music and needing an interested pianist. Through the exchange many such desires can be served.

Second, arrange for a chamber music "party" now and then to which registrants in the Amateurs' Exchange are invited and at which two or three well-practiced groups might play informally. There should be sociability, simple refreshments perhaps, and a larger concerted work like a Bach "Brandenburg Concerto," or a Deems Taylor "Portrait of a Lady," or a John Powell "At the Fair" which gives everyone a chance to play. An informal organization might be set up, called perhaps the Music Amateurs' Guild or the Chamber Music Club.

Third, try to provide a variety of first-rate music for the various groups. If the public library does not and cannot have a good supply of such music, there might be a pooling and protective binding of privately owned music loaned for the purpose. A small fee for membership in the exchange or the guild or club might be used

to maintain this service or to purchase a growing library for use of the members. A music store or community agency might set up a rental library of such music. The National Recreation Association issues a list of carefully chosen music for a variety of chamber music groups and other ensembles.

In a Fretted Instrument Group

The guitar and banjo are welcome in most dance and swing orchestras. Moreover, some players, especially those of Mexican, Spanish, or Italian ancestry, like to play in an orchestra of these and other fretted instruments. The Mexican Tipica Orchestras, as they are called, are common in large sections of the Southwest. Men of Russian extraction have orchestras of the fretted instrument called Balalaika, and the Croatians have the Tamburica. Each of the Balkan peoples has a similar kind of instrument. An international group might be formed.

Accompaniments for Singing

Plenty of opportunities arise for players of the piano, organ, guitar, banjo, or accordion to help in this way. Keep a list of these players with comments as to their abilities and experiences.

Learning to Play a Simple Instrument

For many people the most rewarding of the simple melodic instruments are the whistle flutes, so called because they are blown like a postman's whistle, not crosswise like a modern orchestral flute. Among the varieties that have been devised in recent years and are obtainable at from one to three dollars each are the tonette, symphonet, and saxette. Also available are the tin whistle, the flageolet, and their strange-looking cousin, the ocarina. But the best of them all is still the recorder, the flute so popular in the England of Elizabethan days that it became known as the English flute. A similar instrument of bamboo, usually called a shepherd pipe, can easily be made. A booklet on *Making and Playing a Shepherd Pipe* is published by the National Recreation Association.

The four-stringed guitar, banjo, the homemade one-stringed fiddle, and the harmonica are also among the instruments through which one can attain some musical satisfaction without much difficulty.

LISTENING AND READING

It is hardly necessary to call attention to the great interest of the American people in listening to music. Millions listen to the symphony programs presented by the broadcasting systems, to the

Saturday afternoon operas from the Metropolitan Opera House, and to the increased number of programs of recorded classical music, to say nothing of the NBC symphony, the Hit Parade, Fred Waring's broadcast, and the other programs of current popular music. The orchestra, opera, and chamber music programs need especially to be heard through a good radio and in a room good for quiet listening. For stage concerts and other musical events a block of seats or even the whole house might be purchased by the group at reduced prices.

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DANCING

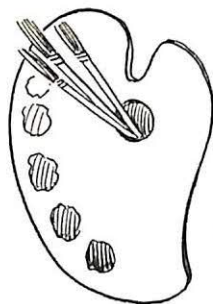
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HOBBIES

Hobbies are as numerous and varied as the field of human interests. The hobbyist has a deep, continuing interest in the activity and he requires little outside stimulation to sustain that interest. Nevertheless, he finds greater satisfaction and enjoyment in his hobby when he can join with others who have the same hobby interest. Hobby clubs are easily formed in a club or social group, and they have the further advantage of bringing the hobby to the attention of the other members of the organization. Brief references to a few types of hobbies will be sufficient to indicate the importance they may play in the recreation program.



Nature and Outing Activities

The out-of-doors has a strong appeal for many. Hunting, fishing, hiking, bicycling, mountain climbing, camping, and outdoor cookery are all popular activities, especially among men. In communities where opportunities for hunting and fishing are accessible, sportmen's clubs, gun clubs, and anglers' clubs may be organized. Fishing and hunting trips can be arranged, with various contests to add interest to the outings.

Some enjoy outing activities primarily because of their strenuous, exhilarating nature. Others prefer to combine them with another interest, such as photography, bird study, exploration, or nature collections. Outing clubs in colleges and communities include in their programs not only the usual outing activities and winter sports but bird banding, geological hikes, surveys of flora and fauna, the preparation and maintenance of a nature museum, and other projects. Where interest warrants the forming of an astronomy club, the members may construct a telescope as well as engage in star-gazing parties.

Gardening

Widely stimulated during the war, gardening has long been a popular leisure-time activity. Interest in gardening is fostered by garden clubs, which encourage the study of plants—vegetables and flowers—and their growth and which make possible the co-operative purchase of seeds, equipment, fertilizer, and other garden materials. Clubs help maintain interest in gardening throughout the year by such features as lectures, moving pictures, and test

gardens. The climax of the growing season is usually a garden show or exhibit.

Arts and Crafts

A fundamental recreation principle is that everyone should be encouraged to learn to make something of beauty in line, form, color, sound, or shape. No recreation program is complete unless it provides for those whose chief interest is creating things with their hands. Wherever possible a workshop should be provided in which the members may make things—works of art, useful articles—for their homes, whatever their creative urge indicates. Arts and crafts activities take a great variety of forms. One group includes the making of etchings, pastels, charcoal, watercolors, and oil paintings; another, sculpturing in various media, pottery, or block printing. Whittling is a satisfying activity, whether the whittler merely follows where his knife leads him or sets out to create a specific object. Model aircraft or model sailboat building clubs are found in many cities; others devote their attention to woodwork, leatherwork, or wrought iron. Arts and crafts activities yield rich satisfaction to the individuals taking part in them.

A Hobby List

The following list of hobbies, including a number already mentioned, will suggest the range of possibilities for recreation in the field of hobbies:

Sports: figure skating, badminton, horseshoes, billiards, archery, boating, bowling, fly casting, tumbling, boxing, fencing.

Musical: playing an instrument, singing in a group, listening to recorded music, song leading, attending concerts.

Dramatic: taking part in plays, producing plays, attending the theater, stage lighting, impersonation.

Nature: bird study, raising poultry, bee culture, geology, astronomy, nature collections, botany, gardening, rose culture, flower arrangement.

Outing: fishing, mountain climbing, tracking, hiking, shooting, bicycling, camping.

Social: checkers, chess, magic, conducting parties, dancing, card playing.

Art: oil painting, sculpture, interior decoration, water color, poster and map making, life sketching, block printing.

Handcraft: furniture making, ship model building, pottery, ceramics, leathercraft, bookbinding, toy making, metalcraft, sewing, knitting, crocheting, weaving.

Scientific: radio, miniature railroading, microscopy, aviation, chemistry.

Linguistic: creative writing, discussion groups, debating, reviewing books, storytelling.

Collecting: coins, firearms, stamps, books, nature specimens, antiques, maps, dolls.

Others: photography, amateur movies, palmistry, civic service, politics, church activity.

In Conclusion

The preceding pages by no means cover all of the activities that people enjoy in their leisure time, varying as they do from "shooting the breeze" to studying archeology. Any organization, however, that desires to develop a recreation program will find many additional helpful suggestions in the sources listed at the end of this chapter.

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Part IV

OUTDOOR GAMES



Fun indoors—of course! But when the sky is blue and the sun is high, men and women will always feel the urge to get out of doors and fill their lungs with good fresh air, whether the thermometer registers eighteen or eighty degrees. Camping, hiking, and swimming have a wide appeal because they can be enjoyed by people of all ages. Fishing, hunting, and mountain climbing have their devotees of both sexes. The athletically inclined crowd fill the golf courses and tennis, badminton, and handball courts, while those whose preference is for less strenuous sports play shuffleboard, croquet, and horseshoes. Eating outdoors always lends the food a special savor, and clambakes, barbecues, steak roasts, and fish fries add immeasurably to the enjoyment of any outing program. Picnicking is an American institution, whether the picnic consists of Dad, Mother, and the children eating a basket lunch at the beach, or of several thousand employees of a great company spending a day in the open, competing in track and field events, team games and individual contests, and eating and drinking thousands of gallons of ice cream and soda pop.

In this section you will find suggestions for developing an outdoor program of sports, contests, and outings. Included are outdoor

activities for young and old, for large and small spaces—activities requiring elaborate equipment or no equipment at all.

In planning your outdoor program you will find help not only in the chapters that follow but also in Part II, where many activities are described that can be adapted to outdoor use.

TEAM GAMES

For many years the more highly organized team games, such as baseball, softball, and basketball, were restricted to men, while women were relegated to the bleachers. In fact, it was rather unusual in grandmother's day for a woman to know enough about the fine points of these games to enjoy watching them. Now, however, college women, business women, and homemakers have learned to play basketball, softball, and volleyball in school and camp, and many of them are anxious for an opportunity to continue to participate in these sports. Every adult recreation program should provide this opportunity for men and women who are interested in team games.

In games where physical strength or height are important, such as baseball and basketball, women rarely want to compete against men (even if the men were willing that they should!) but in games where skill rather than strength is the prime requisite, men and women often enjoy playing against each other. Mixed doubles competition in tennis, badminton, and other games for four players should be an interesting feature of the program.

While some of the games in this section will appeal primarily to men, there are many that will be equally popular among the feminine contingent and several in which they can compete against each other. In bat and ball games, pitching and running distances for women are usually shorter; where official rules for women have been established, they may be obtained from the sources listed in the bibliography.

Team games are based essentially upon highly coordinated team play and involve competition between two teams. Most of the major team games require large space in the form of level fields, preferably in turf, some are played on hard-surfaced areas, and others are more commonly played indoors. If these games are to be played on a formal league basis, it is essential that the official rules, court and field dimensions, and equipment be used. Official playing rules are contained in inexpensive publications that are readily available. (See bibliography.) In some cases these rules are furnished with the equipment. Detailed information concerning rules and facilities is not given in this publication, but some of the essential features of several less widely known games are briefly indicated.

Even though highly competitive play should be conducted under standard conditions wherever possible, adaptations in official rules may be made where conditions justify. Satisfactory informal play is possible, and in many cases desirable. The following pages contain a number of suggestions for modification of the official rules and also describe several adaptations.

BASEBALL

Few need to be told that baseball is played by nine-man teams on a 90-foot diamond and with a 60½-foot pitching distance. Baseball requires a large, level area, and an unobstructed batting range of 300 feet is desirable. Unless there is ample space behind home plate, the use of a hooded backstop is suggested to eliminate the hazards of foul flies and to speed up the game. Baseball is generally conducted on a league basis, with teams playing through a round robin schedule.

One Ol' Cat

In case only a few players are available, this game may be used as a substitute for baseball. Only first base is used in this game. One man is at bat, and the rest take their places in the field. The batter attempts to hit a fair ball, and if he does he must run to first base and return home without being put out. The ball is fielded as in baseball, and the batter is put out in the same manner. When the batter is put out he takes the last position in the outfield, and the other players move up one position; the first baseman becomes pitcher; the pitcher, catcher; and the catcher, batter. Scores are seldom kept in this informal game, but if desired the runs may be counted in determining the winner.

A modification of this game is called "Three Ol' Cats." When there is a sufficient number of players, three or four batters and a full number of bases are used. The game proceeds as in baseball. When a man is put out he takes the last position in the field.

Sometimes in these two games a fielder who catches a fly ball takes the place of the batter, the other fielders ahead of him remaining in the same position. If the space is limited, a softball may be used.

SOFTBALL

In general, this game is played like baseball, although many modifications in the equipment and playing rules have been developed. For example, ten players comprise a team, a 12-inch ball is usually used for official play and a bat not more than 2½ inches in diameter. The base lines are 60 feet, and the pitching distance 43 feet. It is desirable that the field within fair terri-

tory be unobstructed for a batting radius of at least 250 feet. In softball an underhand pitch is compulsory.

Softball was originally developed to provide a slower game than baseball and one that could be carried on in a much smaller area. Both these advantages have been largely eliminated, however, as the game has been speeded up. To encourage play by older men, a number of modifications have been made in the official rules. In fact, to meet the needs of older or less skilled players, official "slow pitching" softball rules have been adopted. These rules favor the batter and bring much more action into the game. The slow pitching rules provide for a 45-foot base line, a pitching distance of 35 feet, and a 16-inch ball. Otherwise most rules do not differ greatly from softball except that the pitcher must deliver the ball at a moderate speed, and it must have a perceptible arch on its way to the plate. In many cities the organization of slow pitching leagues has encouraged participation in the game by older players.

Sock-A-Ball

Sock-a-ball is typical of a number of variations in the game of softball that have been devised to encourage hitting and consequently to enliven the play so as to make the game more interesting for players and spectators alike. This game, devised by Walter L. Scott of Long Beach, California, is designed to encourage hitting by having the pitchers pitch to their own team. On the offensive two members of the team at bat alternate as pitchers. Because the offensive team has more hitting power than in softball, two new outfielders are added, known as the left flyer and the right flyer, who play in short left and right fields respectively. Because fewer balls are pitched to each batter, the play is speeded up and the game is extended to eleven innings.

BASEBALL AND SOFTBALL CONTESTS

To stimulate interest in the development of skills and to provide competition between groups, contests are sometimes arranged involving the fundamental skills in the game of softball or baseball. They provide feature events in connection with special baseball games or field days, with participants selected from the competing team or from all teams in the league. They are also commonly included on the program of picnics or outings of industrial groups. Among these contests are the following.

Fungo Hitting for Distance

The contestant bats from a regulation batter's box, and the distance is measured from the box to the spot where the ball

first touches the ground. The best distance in three tries is usually counted.

Circling Bases

A slow ball is pitched to the batter who, upon making a fair hit, circles the bases, touching each in turn. The batter is timed from the crack of the bat to the moment he returns to home plate after circling the bases.

Throw for Distance

The throw is made from behind a restraining line following a run of not more than three steps. The thrower must not step over the line in making the throw. Distance is measured from line to the spot where ball first touches the ground, with the best one out of three throws counting.

Throw for Accuracy

A bushel basket is placed at second base, and the contestant makes five throws from the catcher's box. Each ball entering basket scores one point.

Pitching Contest

For this event a pitching frame is used to represent the area for a strike. Contestant pitches from a regulation pitching distance from the frame. The number of balls passing through the frame in ten trials counts as the score.

Throwing Around

The catcher throws the ball to the first baseman, who in turn throws it to second base, and so on around the diamond. The team completing the circuit in the shortest time wins. A variation of this event is for the catcher to throw the ball to the first baseman, who returns it to the catcher, who then throws it to the second baseman, who returns it to the catcher. The ball is then thrown to the third baseman and back.

FOOTBALL

Football is one of the most popular of all spectator games. Because of the danger of accidents it is not a practicable game except for young men who are in excellent condition, who are provided with the best equipment, and who have the benefit of expert coaching. The dimensions of the playing field are 160'x360',

but considerable space needs to be provided beyond the boundaries of the playing field. Eleven men constitute a team.

Touch Football

This modified form of football has been developed to eliminate the dangers of the sport and to open it up to a larger number of players. Tackling is eliminated, and restrictions are placed on blocking. The fundamentals of the game are retained, however, and the forward pass receives considerable emphasis. A regulation football field may be used, although Army rules call for a field as near 300'x100' as possible, and with no goal posts. Teams consist of eleven players with the same positions as in football, though the game may be played with a smaller number. The official football is generally used, although a smaller special ball has been developed which can be handled more easily. Touch football is an excellent sport for younger men, whether played informally or on a league basis.

Six-Man Football

This adaptation of the game of football is designed for use with groups too small to provide a regulation football team. As its name implies, six men comprise a team. In most respects the game is played in a manner similar to regulation football. Unlike touch football, which does not require special equipment, players in this game need the same kind of protection as in the regulation game.

FIELD HOCKEY

One of the oldest known games played with a ball and stick, field hockey in the United States has come to be almost exclusively a woman's game. It is played on a field 90 to 100 yards in length and 50 to 60 yards wide. The ball is approximately 9 inches in circumference. The goal uprights are 7 feet high with a crossbar 12 feet long. The object of the game is to knock the ball between the uprights and under the crossbar. Eleven players constitute a team.

Broom Hockey

This is an adaptation of hockey which may be played on any available area by five or more players on a team. The players use 31-inch brooms in place of hockey sticks and an inflated rubber ball about five inches in diameter. The goal uprights are 6 feet apart, and the crossbar is set 3 feet above the ground. Foul lines are drawn 10 feet in front of each goal. Hockey rules are used with whatever modifications may be necessary.

SOCCKER

Soccer is a game that involves running, jumping, chasing, and dodging and therefore has many of the requirements for a successful game. It is a comparatively safe sport and the expense is very slight. The only requirements are an open field, a soccer ball, and goal posts which can readily be constructed. The players require no special equipment. The game is played on a field approximately 60 by 120 yards. At the center of each end is a goal consisting of two vertical posts 8 feet high, placed 8 yards apart, and connected by a crossbar at the top. The main object of the game is to put the ball through the opponent's goal and under the crossbar. Eleven men constitute a team.

SPEEDBALL

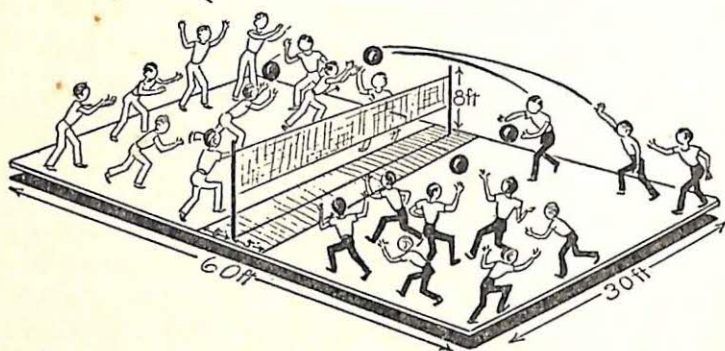
The major skills required in this game are the catching and passing skills of basketball and the kicking and punting tactics of soccer and football. It does not require the intensive training of some other sports and appeals to the player of average athletic ability. The many opportunities for scoring add to interest of both player and spectator. The game may be played on a regulation football field, although a small field 160' x 240' is recommended for general use. A soccerball or speedball and regulation football goal posts are used. The official team consists of eleven players, but a larger number can play satisfactorily.

VOLLEYBALL

This game is widely played indoors but has also attained popularity out of doors. As played by experts, it is a fast game requiring great skill, but it is also suited for informal play by older men. It is one of the few team games likely to appeal to older women. Equipment required for the game consists of a volleyball, a leather-covered ball 26 to 27 inches in circumference, and a net 32 feet long and at least 3 feet wide. The net is stretched crosswise of the court, which measures 30' x 60', with its top 8 feet from the ground for men, 7 feet 6 inches for women. For official play six men comprise a team, but many more can play. The object of the game is to cause the ball to strike the floor or ground on the opponent's court.

Showerball

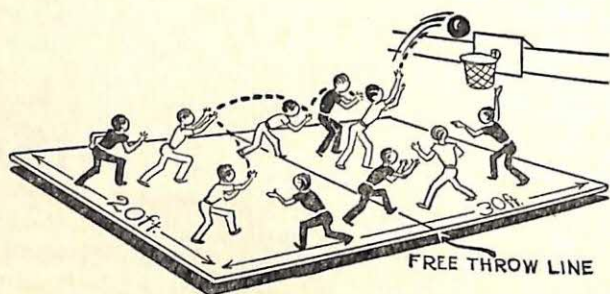
This game is played on a volleyball court with any number of players on a side. Two or three volleyballs or other inflated balls are used. Play starts with one side throwing two or three balls over the net. Their opponents attempt to keep the balls from



hitting the ground by throwing them back. In general, volleyball rules apply. The game consists of 21 points. If two balls are used, the serving side is out if it fails to score at least one point on each serve of two balls. If three balls are used, two points must be secured on each serve.

BASKETBALL

This is undoubtedly the most popular of indoor team games and in some sections of the country is widely played out of doors. Minimum official dimensions for a court are 42'x72' and the baskets are suspended 10 feet above the court. The game is so



well known as to require no description here. A number of games and contests based upon basketball fundamentals have been devised which appeal to players and afford incentives for training. Typical of these games are the following.

Twenty-one with Variations

Two or more players constitute a team and the team first scoring 21 points is the winner. One or more of the following events are commonly included:

1. A long shot behind a given line counts two points; a second shot from point where the ball was recovered scores one point.

2. Each player takes three shots, shooting each successive shot after the first, from the point where ball was recovered, scoring 3-2-1.

3. Score as in 2 above, but player must stop shooting whenever he misses a basket, whether or not it is his first, second, or third shot.

4. Shoot two shots each from the foul line. First shot scores two points, and second one point. Players continue to shoot as long as they score either of the two shots.

5. Shoot from foul line as long as successful, then shoot from the point of recovery, each basket from the foul line counting two points, and each basket from the floor scoring one point.

6. Mark seven circles at different points on the floor. Players start at one and continue shooting until they miss. On next turn, player resumes shooting from the spot at which he failed previously. Each shot scores one point.

Relays

1. Each player dribbles length of floor from a file formation and shoots basket, then returns and touches off next person in line. The files are divided into equal teams. Team finishing first wins. Of course each player must make the complete trip. No player may return until basket is made nor violate basketball rules while making the trip.

2. Arrange players in file formation. Leader steps out in front of his file and passes ball to first man; he passes ball back and squats on floor. Leader then passes to next man, and so on down the line until the last man passes the ball to the leader. Team finishing first wins.

Twenty-one Passes

Arrange team in a circle with one player in the center. Players pass the ball around or across the circle. Player in center tries to intercept the pass. If he succeeds in touching the ball before 21 passes are made, the player last touching the ball goes in circle and game proceeds as before. If 21 passes are made, player in circle submits to some penalty which has been agreed upon. Players in circle must pass the ball at least two players distance each pass.

Around the World

This game can be played by two or more participants. An area approximately 25 feet in radius is marked out at one end of the court with numbers running consecutively from 1 to 15. Numbers 1 to 12 should be in the general vicinity of the 15-foot foul line, number 13 about 15 feet behind the foul line, and numbers

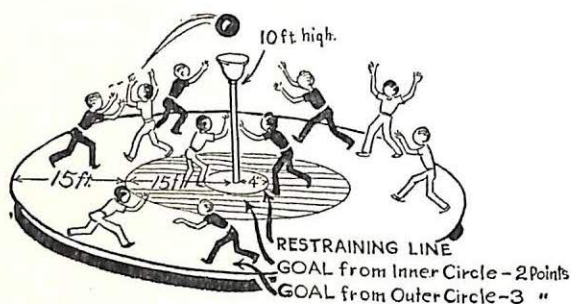
14 and 15 at the extreme sides of the basket and about 25 feet distant. Each player starts from number 1, and a successful shot moves him nearer number 15. He shoots until he misses. After all other contestants have had their chance he continues from where he missed on the first round. The player who succeeds in reaching and shooting from number 15 first is the winner.

Set Shot Contest

If keen interest in basketball has been developed, a set shot contest may be conducted on an individual basis or among teams selected from different groups. Six points on the floor are suggested for shots: one at the 15-foot foul line, one each at points about 10 feet on either side and in back of the foul line, and one each 10 or 15 feet either side of the basket. Depending on the number of contestants, four to six shots are allowed from each of the six points and the best total score determines the winner.

Goal-Hi

This new game, resembling basketball, has proved popular, especially out of doors. It is played on a circular court with a 15- to 30-foot radius and the equipment consists of a Goal-Hi basket, at the top of which, 10 feet above the ground, is a ring



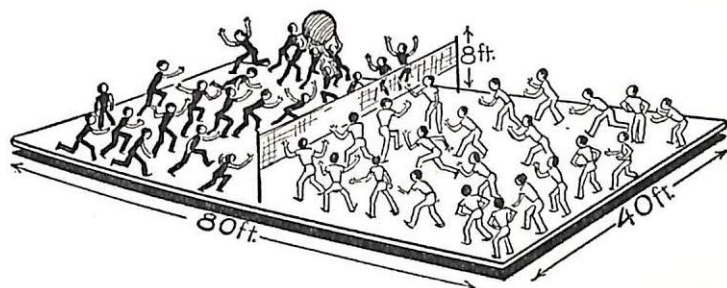
18 inches in diameter supported by three curved braces. The game is played by two teams of five players, and the object is to score as many baskets as possible. For informal play as many as ten players per team can take part satisfactorily. The game is played around the goal and not at one side as in basketball, but in many respects the rules for play are similar. There is a free throw circle line around the goal one half the distance to the boundary of the court. Goals scored from the outer court score three points and from the inner court two points. A successful free throw counts one point.

MASS GAMES

Two games that are sometimes played by teams but which are more commonly played by large unorganized groups are cageball and pushball.

Cageball

Cageball requires a canvas-covered, inflated ball 30 inches in diameter. The official playing field is 100' x 140' and the goals are 120 feet apart, allowing playing space behind the goals. The goals or cages are 20 to 40 feet in length, 4 feet in width, and 18 inches deep, made of rope and stretched between cross-arm uprights 30 feet to 50 feet apart. The top of the cage is 10 feet from the ground. (Football goal posts can be used as goals.) The object of the game is to get the ball into the opponent's cage by batting, punching, or throwing it. The game is played by placing the ball in

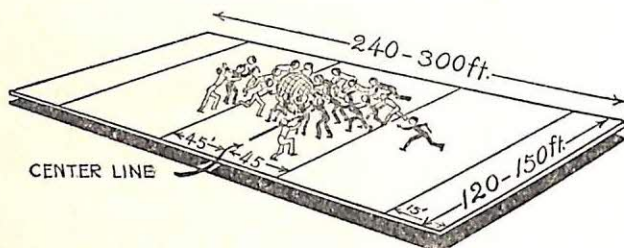


the center of the field with the two teams lining up facing each other 20 feet apart and 10 feet from the ball. At the signal the teams rush for the ball and try to force it toward and into the opponent's goal.

A modified form of cageball is played on a standard size volleyball court or on a larger court with dimensions 40' x 80'. From fifteen to thirty players may take part on each side. The game is played much as a volleyball game except that players may bat, punch, or hit the ball with their fists or open hands and may hit or juggle the ball as many times as they choose. On the service the ball must be assisted across the net. The game consists of 7 points. Players on each team rotate and serve in turn.

Pushball

For this game a ball 6 feet in diameter is generally used, either of inflated leather or of rubberized fabric. Eleven men sometimes comprise a team, but usually much larger numbers take part. There are no standard dimensions for a field. The object of this rough-and-tumble game is to push the ball through a set of



uprights or over the opponent's goal line. To start the game, teams are lined up on opposite ends of the field with the pushball in the center. At the signal the teams make a rush for the ball and attempt to push it either on the ground or lift it into the air and propel it towards the opponent's goal.

Mounted Pushball

The game of pushball is sometimes played on horseback. Either the regulation pushball or the smaller cage ball may be used. The ball is placed in the middle of the paddock or field with one team at each end. At the signal players ride toward the ball and attempt to force it toward the opposing goal. The ball is pushed with the front feet of the horse.

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GAMES FOR TWO OR FOUR PLAYERS

It's a simple matter to start a team game like basketball or touch football when a dozen young men are looking for a workout. But when there are only two or four men or women, some other type of game is necessary. Fortunately there are a good many splendid games for such a situation. Some, like handball, are strenuous; others, like roque, may be played by people in their eighties. Most of them are primarily outdoor games, but several are equally suitable for indoor play. Tennis and horseshoes are among the most popular of all sports, others are not widely known. Most of these games are equally suited for informal participation and for highly organized competitive play. Consequently they afford excellent activities during the lunch hour or for drop-in play as well as for intercamp, -factory or -club competition.

Specially prepared courts and expensive equipment are not needed for some of these games. They can be played in the factory yard or on a paved driveway, on the lawn, or on any available indoor space. Official court dimensions and equipment have been adopted for games like badminton, horseshoes, and tennis, but others are played under a variety of rules. Any group interested in playing these games would do well to obtain official playing rules in case such rules have been adopted.

Badminton

This "ideal playing game" for two or four players is primarily an indoor game, but it is widely played out of doors. The doubles court is 20' x 44', and little additional space outside the court is needed. Two posts, placed on the side boundary lines, support the net, the top of which is 5 feet above the court. A badminton racquet is needed for each player, although a wooden paddle is sometimes used. A "bird," made of feathers cemented in a cork base, is used instead of a ball. The object of the game is to hit the bird across the net so that it falls in the opponent's side of the court. Points are scored only by the serving side, and 15 or 21 points, as agreed, constitute a game.

Since the play is all volleying, any smooth, firm surface can be used—turf, concrete, wood, or dirt. Removable posts make it possible for the game to be played on the lawn, factory yard, paved driveway, or any other suitable indoor or outdoor space.

Flying fleece is a variation of the game in which a woolen ball is used instead of a bird. Aerial badminton in which a rubber, rather than a cork, bird is used is a form of the game that is suitable for outdoor play.

Tennis

This game is too well known to require a description. Actual dimensions of the doubles court are 36' x 78', but the game requires a specially prepared area at least 55' x 110'. Because tennis is widely played, according to official rules a court should be built to conform to standard dimensions. In view of the construction cost, a careful study of methods and materials should be made to determine the type of court best suited to local conditions and needs. In recent years courts of concrete or bituminous materials have been built in large numbers. Such a court can be used year round for a variety of activities, including some of the other games mentioned in this chapter. It can also be used for dancing, roller skating, and, where weather conditions permit and where courts are properly constructed, for ice skating.

Paddle Tennis

This game, an adaptation of tennis, is generally played on an even, level court with the same outside dimensions as badminton, 20' x 44'. To provide adequate space outside the court, an unobstructed area 28' x 60' or more is needed. Two or four can play; for the singles game the court is only 16 feet wide. The net is stretched across the court at the center with its top 3 feet 1 inch at the posts and 2 feet 10 inches at the center of the court. A sponge rubber ball 2½ inches in diameter is used in this game, and instead of racquets wooden laminated paddles are used. Since the ball can be returned on the bounce as well as volley, a smoother surface is needed for the court than for badminton. The low cost of this game and its appeal to both inexperienced and skilled players have made it exceedingly popular.

Hand Tennis

Like paddle tennis, this game can be played on any level space which permits an accurate bounce. Dimensions of the court are 16' x 40' regardless of whether two or four persons play, and the top of the net is 2 feet 6 inches above the ground. Sometimes a paddle tennis court and net are used for this game. A tennis or other rubber ball is the only other equipment needed. The game is played much the same as paddle tennis except that the ball is struck by the hand instead of by a racquet.

Ring Tennis

The size of the court and marking are as in hand tennis, plus three lengthwise lines, one in the center forming two courts and one on each side forming 2½-foot alleys. The net is 5 feet 8 inches high

at the posts. One ring, usually of soft rubber, with an outside diameter of $6\frac{3}{4}$ inches is used. The ring must be played with an upward tendency of at least 6 inches. It must be caught with only one hand and must be promptly returned. Only one service is allowed, except net serve, which is played over. The ring dropping in, or a player stepping in or leaning over the neutral ground near the net, loses a point. The game is scored like official tennis. Two or four may play.

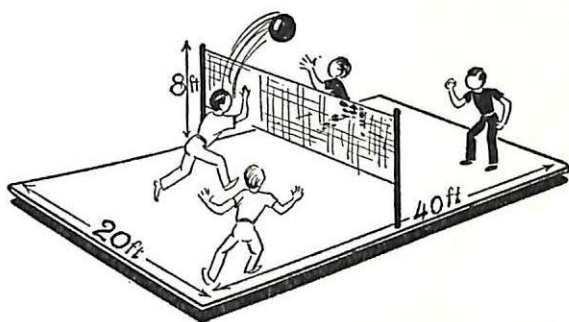
Handball

This fast game is a favorite with young men. The regulation one-wall game requires a wall 20 feet wide and 16 feet high and a playing court 20' x 34', but it can be played informally against any wall free from obstruction and bordered by a smooth, hard surface. The only equipment needed is a ball $1\frac{7}{8}$ inches in diameter, although gloves are generally worn by players.

The four-wall game requires a larger court, surrounded by walls 23 feet high on three sides and 10 feet high at the rear end. The cost of the court makes this game less suitable for general use than the one-wall game.

Doubles Volleyball

This game provides a strenuous workout for four players. A volleyball and net are used, but the dimensions of the court are reduced to 20' x 40'. The game is played like volleyball except



that a player may hit the ball twice in succession, and a ball must not be hit more than three times before going over the net. Eleven points constitute a game.

Horseshoes

Little needs to be said about this old favorite, because few games are more commonly played in the community playfield, camp ground, or factory yard. A set of shoes and stakes can be purchased

for a small amount, and the game requires only a level area about 10' x 50'. The stakes, 1 inch in diameter, are driven into the ground 40 feet apart, with 12 inches of the stake remaining above the ground and the top inclined 3 inches toward the opposite stake. To help them withstand the constant blows, stakes are often anchored in concrete or in wooden planks set below the surface. Around the stake is a pitcher's box 6 feet square, with the stake in the exact center. The box is formed of wooden joists set on edge and is filled with potter's clay or similar material. A metal strip on top of the joists will prolong their life. Old and young compete on even terms in this game, which is enjoyed by the novice as well as the expert. It is well to place the horseshoe courts in a protected corner of the area. Sometimes a low plank wall is erected in back of the boxes to protect the adjoining area from rolling shoes.

The game is scored as follows:

Closest shoe to stake, 1 point.

Two shoes closer than opponents, 2 points.

One ringer, 3 points.

Two ringers, 6 points.

One ringer and closest shoe of same player, 4 points.

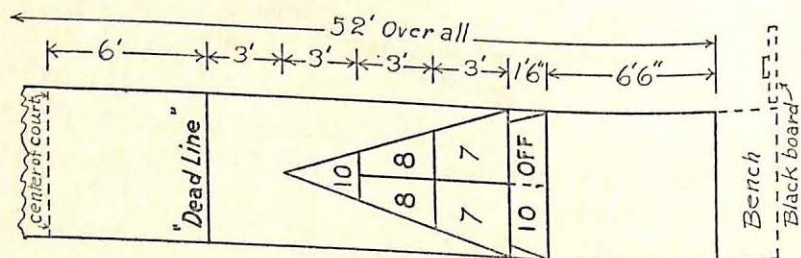
Player having 2 ringers to opponent's one, 3 points.

Each player having 1 ringer, next closest shoe, 1 point.

A shoe must be within 6 inches of the stake to score. In case of a tie, such as equal number of ringers or shoes, an equal distance from the stake, neither player scores. A regulation game consists of 50 points, but in many unofficial contests the player or team first securing 21 points is declared the winner.

Shuffleboard

Unlike horseshoes, which can be played on any reasonably level area, shuffleboard requires a hard, smooth surface such as concrete. For championship play a specially constructed court is



needed, but much enjoyment can result from play on a concrete driveway or sidewalk or a wooden or concrete floor. A shuffleboard court is often marked off at the end of a concrete tennis court.

The official court is 52 feet long and 6 feet wide, and is marked off as shown in the diagram. The necessary equipment consists of eight wood or composition disks, four red and four black, 1 inch thick and 6 inches in diameter; and cues not exceeding 6 feet 3 inches in length. The purpose of the game is to propel the disks so they come to rest on the diagram at the far end of the court in order to make the highest score and prevent the opponent from scoring. Disks touching lines do not count. The game is simple to play and is very popular, especially among older people.

Bowling

Bowling on the green or lawn is an excellent game which undoubtedly would be played more were it not for the high cost of constructing and maintaining a green. Where facilities are available, the game merits active promotion. Fortunately many adaptations of the game are possible, and they afford much enjoyment even though they may not satisfy real bowling enthusiasts. Two or three of these modifications of bowling are mentioned briefly.

Boccie

This game, played widely, especially by people of Italian ancestry, requires a level space approximately 18' x 62', preferably with a sand and clay surface. A wooden barrier, 12 inches high at the sides and higher at the ends, is often placed around the court; sometimes railroad ties are used for this purpose. The game is played by two or four players who use rosewood balls 14 inches in circumference and two pounds in weight, and also a smaller white ball known as "pallino." The object of the game is to roll the balls so that they come to rest near the pallino, which is rolled first. Boccie is an excellent game for neighborhood or industrial play area.



Turf Bowling

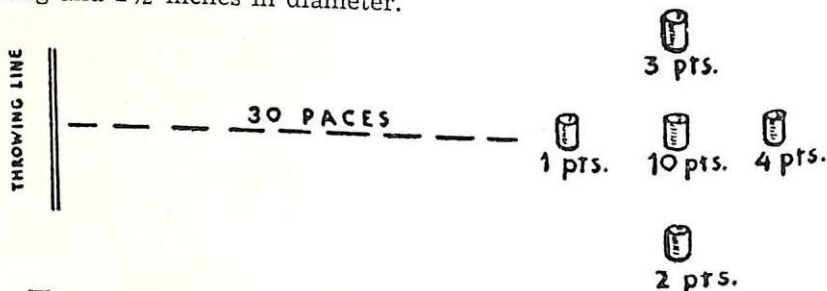
This game requires no special court—it can be played on any turf area, the larger the better. The only equipment needed is a set of lawn bowling or boccie balls, although croquet or other balls may be used, in which case a small jack ball will also be required. Two, four, or eight can play, using four, two, or one ball, respectively. The first player starts the game by throwing the jack ball to a point anywhere on the turf area. Each player in

turn rolls his ball or balls, in an attempt to place them as close as possible to the jack. The player or team whose balls are closest scores one or more points. Play is resumed by the winner, who throws the jack to some other point in the field of play, and the balls are then rolled as before. This is an ideal game for the large lawn, landscape park, or playfield, and it can be played on a dirt surface.

Skiddles

The game is sometimes called stick bowling, and as the name implies it belongs to the bowling family. Instead of rolling balls down an alley, however, sticks are thrown. The distance the sticks are thrown corresponds in general to the length of a bowling alley, but the usual distance is 30 paces. Generally not more than ten men play the game at one time, either in teams or individually.

The equipment consists of five small round sticks, each having a number, the total amounting to 20 points. These sticks are 4 inches long and 1 inch in diameter with both ends flat. The three round throwing sticks have tapering ends. They are 14 inches long and 2½ inches in diameter.



The game can be played on any level space in a very small area, though a court 100' x 15' is most satisfactory. It is wise to level out five small circles about 3 inches in diameter in which to set the pins so that they will not topple over.

The throwing line is 30 paces from the first pin. The pins are placed as shown in the diagram, exactly 1½ times the length of the throwing club apart. If, for example, a 14-inch throwing stick is used, the distance between the throwing pins will be 21 inches.

The object of the game is to knock down with the throwing stick as many of the pins as possible in three throws. The throwing is underhand, and in delivering the sticks a player may not step over the throwing line. If a player knocks all the sticks over, he scores 20 points. If he knocks over the number 4 pin, he scores four points. The score is always the total value of the pins knocked over, and the player or the team which scores 100 points wins the

game. The score must be exactly 100 for an individual or team to win the game, so if he exceeds this score, he must start again from the beginning.

The game is simple, but real skill can be developed in throwing the sticks. Most expert players throw them so that they either hit the ground and roll just before they strike the pin or are whirling when they come in contact with the ground in front of the pins.

Croquet

This well-known game appeals especially to older people, although it is played by all ages. Rules call for a court 30' x 60', on which nine wickets are erected, although a smaller or larger space can be used. The chief requisite for a satisfactory game is a level lawn, but a smooth clay or dirt surface can be used where turf is out of the question. The game is played by any number from two to eight, each player using a wooden ball and mallet. The object of the game is to drive the ball through the series of arches, following the specified course, and return first to the stake at which the play started.

Roque

A game somewhat like croquet, roque is played on a court of the same dimensions but with each corner cut off by a diagonal 6 feet long. The roque court is surrounded by a wooden or concrete border which permits billiard shots, and it is as nearly flat as possible. It should have a sand, clay, or marl surface. Ten arches are required for this game, and a special type of mallet is used.

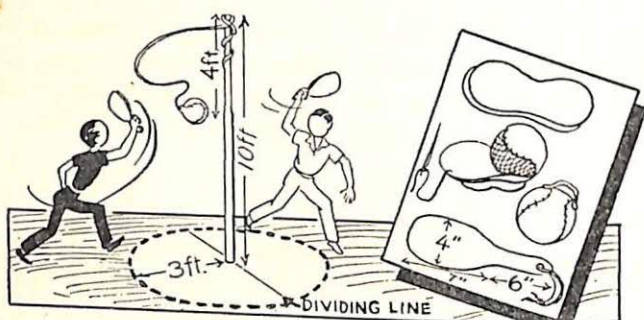
Tin Can Golf

Golf requires a large specially prepared area, but variations in the game can be played in a very small space. Tin can golf, one of them, requires a course of six or nine holes. These consist of tin cans set just below the surface of the ground and at various distances, depending on the size and topography of the playing area. Golf clubs and balls are used, thereby affording practice in putting. Two to four usually play at one time, although additional pairs or foursomes can start after the preceding group have completed the first hole. In general, the rules of golf apply. Instead of golf balls and clubs, croquet balls and mallets or hockey sticks may be used by the players.

Tetherball

This old favorite is popular with young people because it satisfies the urge to punch or swat something. Among its advantages are

that it requires little space or expense and affords a couple a strenuous workout in a brief period.



Equipment consists of a wooden or metal pole 12 or more feet long set vertically in the ground with the top 10 feet above the surface. Six feet above the ground a stripe known as the score line is painted on the pole. To the top of the pole is fastened a strong cord, which hangs $7\frac{1}{2}$ feet from the top. At the end is attached a tennis or sponge rubber ball. The cord may be drawn through the ball and knotted, or the ball may be enclosed in a sock which is tied to the cord. A volleyball, basketball, or soccerball may be used instead of the smaller ball. Marked on the ground around the base of the pole is a circle 6 feet in diameter, also a line which divides the circle into two playing areas. Table or paddle tennis paddles are often used in playing the game, but players often use only their fists and open hands.

Two persons usually play, but tetherball may also be a doubles game. The object of the game is to hit the ball repeatedly so that the entire cord is wound around the post until the ball touches the post above the 6-foot score line. Each player stands in one half of the circle and must remain there. The player who is to serve grasps the ball in one hand, and with the paddle or his other hand strikes the ball in an attempt to wind the cord around the pole. The opposing side attempts to bat it back in the opposite direction. As the cord starts to wind around the pole, the players hit it, if possible trying to wind it completely or to reverse its direction. The side that scores a point serves again.

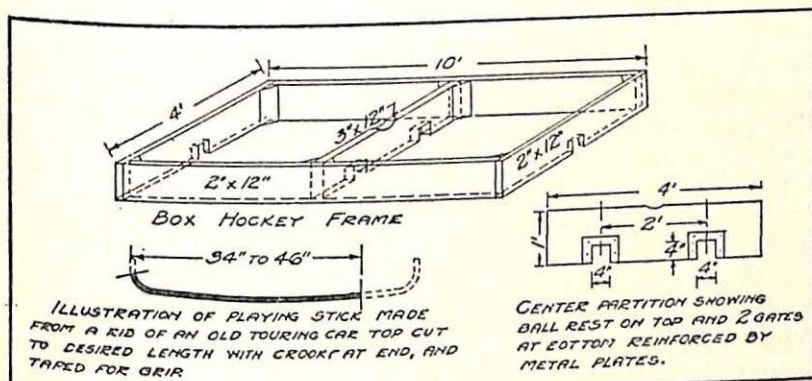
Box Hockey

Little space but lots of energy is required for box hockey. The game is noisy and hard on the playing surface, so it is best played out of doors, but miniature table sets are popular in game rooms.

The equipment consists of the frame pictured on page 139, an old baseball or croquet ball, two field hockey sticks, shinny sticks,

or playing sticks made from the ribs of an automobile top as illustrated.

Two or four players may play. Each one has a stick. When two players participate, one stands on either side of the frame. The ball is placed in the groove in the center of the middle partition. The object of the game is to knock the ball through one of the holes in the end board at the player's left—which are that player's



goals. When four people play, two are on a team. Teammates stand on the same side of the frame, and each one plays one section of the frame. The two opponents "hockey off" to start the game. When four play, teammates alternate in hockeying off with their opponents.

To hockey off, opponents touch their sticks to the ground inside the box, then touch them together in the air above the ball. They do this three times, saying "hockey one," "hockey two," "hockey three." After the third touch in mid-air each player tries to knock the ball off the groove into his section of the frame and through one of the holes, or goals, in the end board. If the ball lands in his opponent's area, that is, in the section to the player's right, he must knock it through one of the center holes into the section at his left leading to his goal, and through one of the two holes before scoring a point. If the ball is knocked out of the frame, it is put into play again in the same section from which it was knocked out. The sticks must remain within the frame throughout the game.

A player scores a point when the ball is knocked through one of his goals or when it passes the inside line of either of the goals. Five points constitute a game.

Golf Driving

The popularity of the golf driving range is due not only to the desire of golfers to improve their score, but to man's natural desire

to "swing" at something. A large level field not needed for some other purpose may well be utilized as a golf driving range. Signs indicating the distance from the tees are erected so that players will know the lengths of their drives. In case space is limited and interest in the sport justifies, a driving net may be erected either indoors or out.

Outdoor Checkers

Checkers is not thought of ordinarily as an outdoor game, but several cities have established outdoor checker centers that have attained great popularity, especially with older men. Sometimes the equipment consists of concrete tables, on the top of which checkerboards have been marked off, or in which tiles have been inserted to form a checkerboard. Several cities, however, have constructed large checkerboards on the ground. The individual squares vary from 18 inches to 2 feet in each dimension, and surrounding the "board" is a concrete walk 2 or 3 feet in width. Large wooden checker men are used, from 10 to 12 inches in diameter and several inches thick. In playing the game moves are made by pushing the disks with cues similar to shuffleboard equipment, or lifting them by means of a metal hook on the end of a stick. Benches along the outside walk are appreciated by both players and spectators.

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RELAYS

"Form in line!"

Most of the relays described here are single file relays in which the players on each team line up one behind the other, and the teams stand in parallel lines behind a starting line. A couple of them are run as shuttle relays, with half of the players on each team lined up at each end of the floor or field. Many of these relays can be run as individual races, but generally more interest is aroused when competition is by teams. A larger number of individuals can participate when the races are organized on a team relay basis.



Many other activities described elsewhere in this booklet can be arranged and run as relays if desired. See especially the section entitled "Hilarious Stunts, Contests, and Relays." Track relay races are mentioned in a later chapter.

Straddle Relay

Players line up in files with ten to twenty on each team and stand with feet apart. An inflated ball, either basketball, soccer ball, or football, is placed on the ground in front of each row of players. At the command "Go!" the ball is passed between the players' legs until it reaches the last man in the row. He catches the ball, then runs along the left side of his team to the head of the line. He passes the ball back again between the legs of the players. The game continues until the man who was at the head of the line when the game started receives the ball at the end of the line and runs to his original position. The team whose first "lead" man returns to his original position is the winner.

The relay may be made more interesting if each runner is required to make a basketball goal before he is allowed to take his place at the beginning of the line.

Through the Hoop

Each team is given a hoop made by tying together the two ends of a piece of clothesline. Each player in turn puts himself through the hoop and passes it on to the next one in line. The fastest team wins. If available, wooden hoops could be used.

All-Up Relay

Players line up in files as in the previous game. At the opposite end of the room in front of each file are two circles about 2 feet

in diameter. In one of each of these pairs of circles stand three Indian clubs or "pop" bottles. On the signal to start the first player runs to the circles in front of his file, transfers the clubs to the adjoining circle, and returns home. Before he starts back, however, he must make sure that the clubs or bottles are all standing and that none of them touches the outline of the circle in which he has placed them. When he returns to the starting line he touches off the second player. This continues until the last man on one of the teams gets back to the starting line.

Hockey Relay

Each team is provided with a hockey stick and ball. The players form behind the starting line and establish a goal 45 yards away for each team. The goals are sticks set one foot apart. Each player in turn dribbles the ball down the lane and between the goal lines, then picks it up, runs back, puts the ball down on the ground behind the starting line, and hands the stick to the next player. In order to avoid danger, the players should be coached to keep the ball close to the ground.

Blind Relay

Twelve men, plus a driver, comprise a team in this relay. The twelve men who do the running are blindfolded. Each team consists of four racing units, three men to a unit. Two units are stationed at one end of the course and two at the other. The three men in the lead end of the course join hands and at the signal head blindly toward their teammates at the other end of the course. Running



at their side is their driver, who shouts directions to them as they go in an effort to keep them on their course. At the end of each lap when one unit has tagged the next one, the driver guides this group back across the course until all four units have completed it. The team whose fourth unit gets over the finish line first is the winner. Considerable space should be allowed between each competing team. Even so, when several teams are competing, the results are sure to be hilarious.

Four-In-Hand Relay

In this relay the men race in fours, so if there are to be four laps each team will consist of sixteen men. Each team can run to a line and return; the race can be run on an oval track; or a special course can be marked off. The runners are bunched in groups of four with an ordinary clothesline wrapped around the waists of each group and tied securely. When the lead-off group of each team has completed the course it must untie the rope, which is then fastened around the waists of the second team of four. The team whose final four reaches the finish line first wins.

It adds to the sport in this relay if obstacles such as tables, hurdles, or a fence are provided along the course. The group must climb over them together. The race can likewise be run with threes.

Bounce and Pass Relay

The teams are arranged in parallel columns 10 feet apart, with each player 4 feet behind the one in front of him. Each team is given a basketball. At the signal the first player bounces the ball on the ground and throws it over his head to the player behind him. This procedure continues down the line until the last player receives the ball. He runs to the head of the line, stands 4 feet in front of the first player, and repeats the bounce and pass process. This continues until all players have run forward, and the team is in its original position.

Kickball Relay

The more teams that enter this relay, the more complicated it is likely to be and the more fun for the spectators. This relay is run in shuttle form with teams divided, one half at each end of the field. A field 100 to 200 yards in length is desirable. In front of each team's lead-off man is a soccer ball. At the signal these men must boot the ball down the field and to the toe of their waiting teammates. The first few kicks are likely to be for distance, but as the players approach their teammates they must begin "nursing" the ball, which must be delivered directly to the toe of the teammate, who is not allowed to move from his position. When the ball has touched his toe the second man returns it up the field to the toe of the number 3 man, and this continues until each man on the team has completed his lap. The confusion is unlimited when a dozen balls are being booted over the field.

Heel and Toe Relay

The shuttle method is used for this relay, with teams divided at each end of the course. Strings tightly stretched are laid on the ground between the divided groups of each team. At the signal the

lead-off men walk the string lines toward their teammates at the opposite end of the course. They must walk heel and toe fashion, the heel at each step clicking against the toe of the stationary foot when it meets the ground. Each member of the teams must complete the course on the string.

Block or Potato Race

For each team competing, have a row perpendicular to the starting line marked with small circles or crosses at intervals of from 3 to 6 feet, each row containing from 6 to 10 marks. On each mark is placed a potato, a block of wood—cubical blocks are not satisfactory—or any other object.

The players are divided evenly into competing groups which line up in single file behind the starting line, each file being in line with one of the rows of potatoes. Beside the leader of each file is a box or basket, or a circle may be drawn on the ground instead. At a signal each leader runs forward, picks up a potato, brings it back and puts it in the box, goes for another, etc., until all the potatoes in his row have been gathered in. He may pick them up in any order he chooses. Immediately after the last potato has been placed, the player touches the outstretched hand of the next player in his file, and at once leaves the playing space; he should not line up again with his team. The next player in the line starts out immediately on receiving the "touch-off," replaces the potatoes one at a time, and touches off the next player, who gathers them in, and so on, alternately, until each player has had his turn. The team wins whose last player is the first to dash back over the starting line.

Wheelbarrow Relay

Couples of about equal size and strength are formed in two or more lines. The first man walks on his hands. The second man carries the feet of the first man, who keeps his knees straight. On signal they advance and both cross over a line about 30 feet away. The men then change places, second man walking on his hands, first man carrying feet of second man. They return to the starting line. As last man of the couple crosses the starting line, the next couple of the team starts as described.

Skin the Snake Relay

Divide players into equal teams. Each team stands in close file formation with feet apart. Each player extends his left hand backward between his legs and grasps with his right hand the left hand of the player in front of him. At the command "Go" the line moves backward, the rear player lying on his back, still retaining the

hand grasp of the player in front. Each player, as he lies down, should keep his legs close against the body of the one in front, while the players going backward should run with the legs well apart. When all players in the file are lying on their backs the one at the rear of the line (who headed the file) arises and moves forward; the others in turn do likewise. Players retain handgrasp until all are up in the starting position. The file to complete this first, wins.

Feet and Club Relay

Teams stand in line with an Indian club 30 feet in front of each column. At a signal the first player runs to the club, sits on the ground, kicks over the club, and sets it up again, touching the club only with his feet. He then returns and touches off the second player. The team whose last runner recrosses the starting line first wins.

Centipede Race

Two or more long poles are secured (long wand, curtain pole, or broom handle) and an even number of men straddle each pole. At a signal all the centipedes run from their starting line to a given line opposite, turn and come back to the start. The group finishing the race first wins.

Three-Legged Relay

Arrange the teams in parallel columns of two's, 10 feet apart, abreast of a column line. Establish a turning point 60 feet in front of each column. Have the first pair of players of each team place a belt about the inside legs, just below the knees (a rope may be used), binding the two legs together very tightly. At signal the bound pair runs forward to or around the turning point and returns. On reaching the starting line they halt, remove the belt, and pass it to the second pair. The second pair, upon receiving the belt, fasten it about their inside legs, and repeat the performance of the first pair. This continues until each pair has run. The team whose last pair of runners recrosses the starting line first wins.

Sack Relay

Divide the teams in half; place one half of each in a column of files, abreast of a common line; place the other half in a column of files, abreast of a common line, 60 feet to the front, facing the first half. The several teams should be 10 feet apart. Place a sack on the ground before the first player of the "A" half of each team. At signal this player picks up the sack, steps into it, pulls it up and around his waist, and runs forward to the "B" half of his team.

Reaching this point he drops the sack and steps out of it. The first player here steps into the sack, adjusts it, and runs back to the starting line; the second player of the "A" half returns with it. This shuttle continues until all have run. The team whose last player crosses the opposite line first wins.

Jump the Stick

Divide the group into teams of six or more men each. Draw two parallel lines 25 to 50 feet apart, and have teams line up in files facing one line. Number 1 man of each team is given a light stick about 3 feet long. He runs to the opposite line, returns to his team, and hands one end of the stick to his number 2 player. As they move together to the end of their line, each player jumps the stick. When they reach the end of the line, number 1 player takes his place there, while number 2 continues the play. The team whose number 1 man first returns to the front of the line is the winner.

Over and Under

The group is divided into teams of eight or more. Teams line up in file with a ball or some other object placed on the ground in front of each column. On the signal, the object is passed over the head of number 1 man and between the legs of the man behind him, alternating until it reaches the last man, who then runs to the front and starts the object back over his head. The first line to have its number 1 man resume his original position wins.

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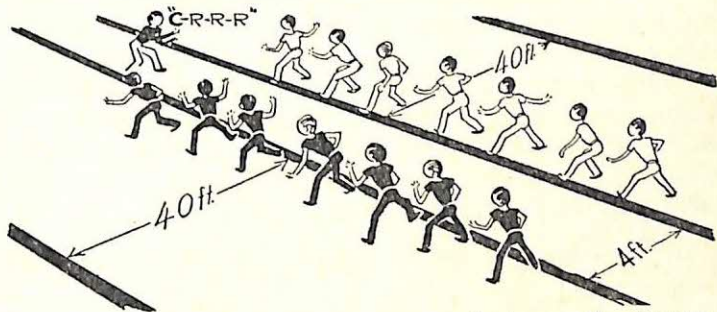
LOW ORGANIZED GAMES

A group of young people in high spirits, an open space, a stick, and a ball—or maybe no equipment at all—and soon a game is in swing! If the players are fit, the game is fast and full of action.

In this chapter are brought together informal group and team games which young people themselves approve. Some of them are well known, some not so familiar. All have been tried out and have passed muster by being called for again and again. Like many other activities in which a group participates, they require leadership, either from a member of the group or from a paid or volunteer worker.

Black and White

Divide the group into two teams with any number up to twenty-five on a side. If played indoors, the sides or ends of the gymnasium may be used for the goals; otherwise parallel lines may be drawn. The teams face each other in parallel lines about 4 feet apart. One team is named the "Blacks," the other the "Whites." A wooden disk about 6 inches in diameter, black on one side and



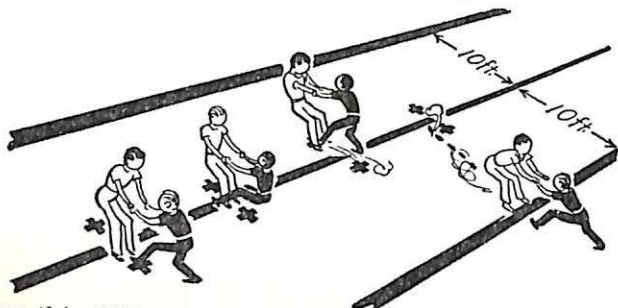
white on the other, is thrown up or spun between the teams. If it lands with the white side up the whites turn and run to their goal or safety line. The Blacks attempt to catch them before they reach it. The chasing team scores 1 point for each opponent tagged before he reaches the goal. Players then return to their lines and the object is thrown or spun again. The game continues until one team has made a prearranged number of points.

Pull-Over

Divide the players into two teams of any number. In the middle of the playing field or gymnasium draw a circle which is just large enough so that the inside players are somewhat crowded and those on the outside can almost reach the opposing players. The circle is the "fortress." Team A stations itself inside the fortress. Team

B forms a circle on the outside. Team B attacks and tries to pull the members of team A out of the fortress. The players inside the fortress try to pull the members of team B inside. As soon as a player on either team touches the dividing line, he is disqualified. Once a player has been captured, he may not take part in the battle. After a specified playing time a point is scored for each player remaining on either team, and positions are reversed.

Pull-over can also be played as a line game; this requires less space. Two teams arrange themselves on opposite sides of a line.



Except for this difference the game is played as described above. Players are eliminated as soon as they touch the line or are pulled across it into their opponents' territory.

Another variation is played in a large circle. The players are divided into two teams, and all station themselves within the circle. Three minutes are given to play. Each player tries to force an opposing player outside the circle. When one is forced out he must remain out, but he may continue to help his mates. The side having the larger number of players in the circle at the end of three minutes wins the game.

Hot Spot

Players—from fifteen to twenty is the best number—join hands in a single circle. Inside the circle are several "hot spots." These may be Indian clubs, empty tin cans, circles, or, indoors at holiday time, appropriate pictures drawn on the floor with chalk. When the signal to start is given, the players, keeping their hands joined, pull each other in an effort to eliminate the others from the game by forcing them to step on or knock over one of the hot spots. At the same time they are, of course, trying to avoid the hot spots themselves. The circle becomes smaller as players are forced out, but the number and the position of the



hot spots do not change. After a while some of the spots are inside the circle and some outside. Toward the end the game requires great strength and agility as the players duck and jump and twist to avoid the hot spots. The wiriest fellow is the victor in this game.

Mount Ball

Arrange the group in a double circle facing in: players of inside circle 4 feet apart, players of the outside circle directly behind members of the inside circle. Those in the inside circle are "Horses," those in the outside circle are "Riders." Have the Riders mount the shoulders of the Horses. Give one of the Riders a ball (medicine, basket, soccer). At signal the Riders pass the ball about. The Horses endeavor to make the Riders drop the ball. The Horses must stay in place. Shaking, sidestepping, wriggling, and similar tactics may be used to make the Riders drop the ball. Horses and Riders exchange places whenever the Riders drop the ball. The entire group makes the change, not single players.

Box Ball

This game calls for fifty-foot base lines, seven players per team. Box ball receives its name from the area surrounded by the lines from home base to first, first to second, second to third, and third to home. This constitutes the box. The game is played with a volleyball or soft rubber ball. The pitcher of the team in the field pitches the ball so that it bounces once before crossing the home plate. The batter endeavors to strike or bat the ball into the field either with his open hand or clenched fist. The ball must first strike somewhere within the box in order for the batter to be safe. If the ball strikes in any territory other than the box itself, the batter is automatically out. This means that all foul balls are out, and any ball swung at by the batter and missed puts the batter out. In the rest of the game all the rules of baseball apply.

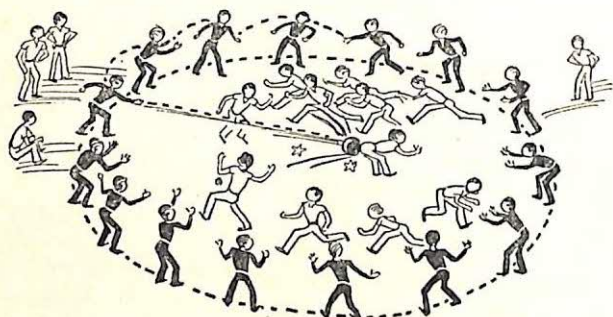
Medicine Ball Soccer

Establish a rectangular field about 60' x 40'. Divide the group into two teams of equal numbers and place the teams on opposite end lines. The line on which each team stands is its goal line. Place a medicine ball in the middle of the field. At the signal both teams rush toward the ball; reaching it, each attempts to kick it across the opponents' goal line. Kicking the ball across the goal line scores 1 point for the successful team. The ball is put in play at the center of the field after every goal. Rough tactics and the use of the hands, both on the ball and on opponents, are barred. When the ball is kicked over the side lines it is returned by the referee, who tosses it into the field of play at the point it went over. Set a time limit

of 5 or 10 minutes; the team having the largest score at the end of this period wins.

Dodge Ball (Circle Form)

Ten to twenty participants may play. A large circle is drawn on the ground. Half the players stand inside, and half outside the circle. The outside players have a volleyball, which they throw at the ones in the center, aiming below the waist. If the ball hits a player, that player joins the outside group, helping to put out the center players. Outside players may not step inside the circle



except to retrieve the ball. Inside players may dodge but must not step out of the circle in doing so. If a thrown ball hits a player and bounces or rolls to hit another, only the first player leaves the circle. The last player remaining in the circle wins. When all of the inside players are put out, the original sides change places. Those who were inside are now outside, and the game continues. The player who was last to be hit throws the ball first.

Dodge Ball (Square Form)

Divide the group of ten to twenty players into two teams and the playing area into two equal parts, with a team in each. The ball is tossed up in the center and the team into whose territory it bounces takes possession of it. The game then begins, the players trying to hit their opponents with the ball. The ball is dead when it hits any object or person. Two variations of the game are:

(a) *Elimination*—Players hit by the ball are at once eliminated from the game, as are players who step into the other team's territory.

(b) *Continuous*—Players hit by ball at once become members of the team that tossed the ball, but they cannot touch the ball until they have stepped into that team's territory. Similarly, players overstepping their opponents' territory also become members of that team.

Dodge Ball (Team)

The following rules for dodge ball, when played as a team game, have been recommended by a committee of recreation executives:

The ball shall be official soccer ball, the playing field a circle 40 feet in diameter. There shall be three officials, a scorer, a referee, and a timer. A team shall consist of ten men. Two 3-minute periods or "innings" for each team shall constitute a game.

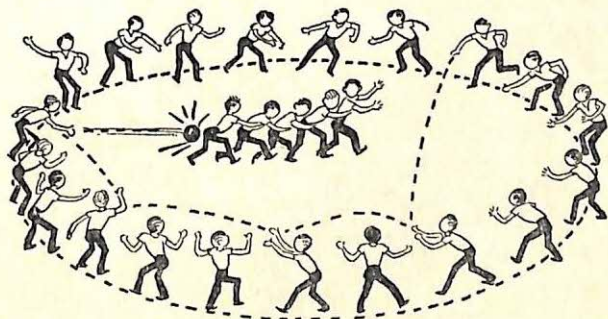
The game starts on a signal from the referee with the ball in the hands of the outer circle team. The referee blows his whistle for play to cease whenever an inner circle player is fairly touched with the ball; again, for play to resume. Players being hit fairly must leave the circle at once. The referee also whistles when the time limit has expired.

The players on the outer team must not step within the circle when throwing; should an inner player be hit, it does not count. Inner team players must not step out of the circle under penalty of being put out of the game. The inner team must not play the ball; they only dodge the ball. The dodging may be done by stepping quickly in one direction or the other.

One point shall be scored for each member of the team remaining in the circle at the expiration of the time limit. The team which has had the greater number of total members remaining in the circle at the expiration of both halves or innings wins. Should all members of both sides be retired before the expiration of the time limit of both innings, the team remaining in the longer period wins.

Chain Dodge Ball

For this variation of dodge ball five players are selected to form a team. The team forms a chain by having each player grasp the waist



of the man in front of him. The remaining players form a circle around the chain and attempt to hit the end man with the ball.

The ball is passed around the circle in an effort to confuse the team and to get the ball in a position where the end man may be hit more readily. The other members of the chain try to prevent the end man from being hit by keeping the head of the chain toward the person with the ball. When the end man is hit he goes into the circle, and the player who hit him becomes the head of the chain.

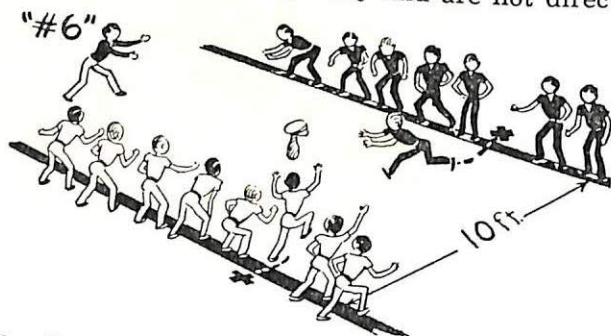
Boundary Ball

The field, about 100' x 200', is divided into two courts by a center boundary line. Each team stands in its own court. One team has a volleyball or basketball at the center of its court. A designated player throws the ball as far as he can into the other team's field. As soon as one of the opponents touches the ball, the ball is dead and is thrown back from this point to the other team's side. If the ball is caught on the fly, the player who catches it is allowed to take three running steps toward the thrower's or opponent's side before returning the ball. The object of the game is for one team to force the other back so that the player who has the ball may throw it over the opposing team's base line without any of the players on that team touching it. Every time either team succeeds in doing so, a point is scored. The game is 15 points.

The game may also be played with a football, either kicked or passed by the players.

Club Snatch

Divide the players into two teams and have them line up side by side facing each other. There should be a distance of approximately 10 feet between each team. Number the players in each line. Start to number at opposite ends of the 2 lines so that the number 1's face each other diagonally and are not directly across



from each other. Set up an Indian club or bottle in the center between the two lines and on the club place a cap or handkerchief.

The object of the game is for two players with the same number, one from each team, to compete with each other to retain possession of the cap and return to their original place without being tagged by the other player.

If a player is successful in reaching his own line without being tagged, he scores a point for his team. The players may race for the club and dash back to place, or they may run to the club and feint until the other player is off guard and then grab the cap and run back to place. The player who does not get the cap follows the other player and tries to tag him before he reaches his own line. If he overtakes him, no point is scored. Also, if the club is knocked over by either of the players in attempting to snatch the cap, there is no score. A player may not, however, deliberately knock over the club when he sees his opponent snatch the cap.

Number 1 players start. When they have made a score or committed a foul they go to the end of the line, and the number 2's compete with each other. This continues until all have had a turn.

Sometimes players prefer to stay in their original places throughout the game, with a leader calling numbers at random instead of in order.

Stop Ball

Stop ball is an exciting contest which calls for quick action and good teamwork. It is an excellent picnic or playground game for any number and all ages. The game may be played anywhere. Trees, picnic tables, irregular land, and other obstacles only add to the fun.

Divide the players into two even teams. To make the explanation simpler, let's call one the Red and the other the Blue team. The players on the Red team line up one behind the other. The players on the Blue team scatter over the playing area. One of the players on the Blue team serves as pitcher. He stands 10 feet in front of the Red team and tosses underhand an inflated ball of any size to the first player on the Red team. The latter bats the ball and then runs rapidly around his own team as many times as he can until the word "Stop" is called. Each complete circuit he makes counts a point for his team.

In the meantime the players on the Blue team try to recover the ball. The one who retrieves it stands still as soon as he catches the ball. The other players on his team immediately line up behind him. The ball is then passed overhead from the first player to the last, each player touching it in turn. They do this whether the ball is caught on the fly or has to be fielded. When the ball reaches the last person he calls out "Stop," which is the signal to the other

team to halt and to reckon its score by the number of circuits made.

This completes the first half of the first inning. The Blue team retains its position, which means that the position from which the ball is pitched and batted changes throughout the game. The first player—the man who recovered the ball—is the batter. The player who was batter on the Red team becomes the pitcher. He stands 10 feet in front of the first player on the Blue team, and the other players on his team scatter over the area in readiness to field the ball. The pitcher tosses the ball, and the game goes on as before for as many innings as the players want.

Bombardment

This game can be as fast and furious as its name implies. Divide the field or gymnasium into two equal parts with a center line, and divide the players into two teams, the Reds and the Blues. Provide each team with two or more softballs or volleyballs. At the back of each court set up a row of Indian clubs, one for each player. The players from each team scatter about their court in front of the clubs, but they may not cross the center dividing line. The object of the game is to throw the balls at the opponents' Indian clubs and knock down the clubs. The Red team throws at the clubs in the Blue's court, and vice versa. Every club knocked down counts one point for the team that threw the ball. If a player knocks down a club on his own side by accident, it counts for the other team just as if it were knocked down by an opponent.

Each player guards his own clubs and at the same time tries to knock down the clubs in the opposite court. After the balls are thrown they may be recovered and thrown by any player on either side, but players may not cross the center line. Since the balls are in motion all the time players must be constantly on the alert. Balls which go out of bounds may be recovered by any player, but they must be put into play from within bounds. Players whose clubs are knocked over remove the clubs, but the players remain in the game. The game continues until all the clubs of one team are down.

Capture the Flag

A game of stalking and hunting which is best with the woods for a setting, Capture the Flag is one of the best games yet devised for camp. It can also be played on any park or play area that is large and affords natural hiding places. It has even been successfully adapted as a night game for the beach. In its original form the game has all the elements of woodland combat—scouting, reconnoitering, stalking the enemy, capturing the loot, and escaping

to the home camp. It can be played for an hour or made an all-day event—a high spot of the camp program.

The players are organized into two equal teams of any number. The playing area is divided into two camps by a natural boundary line—a road, a stream, or a fence. If the game is to be an all-day event, the entire camp site may be used. For a shorter game the area should be reduced accordingly. On opposite sides of the boundary, about 20 feet behind the line, two prisons are marked out, or trees or stumps are designated as guard houses. A guard or several guards, if the group is large, stand sentry about 25 feet away from the prison to prevent escapes. Members of each team wear distinctive arm bands, head bands, or neckerchiefs so that during the game a boy has no difficulty identifying his friends from his enemies.

When all is in readiness each team goes to its respective camp site and hides its flags in an inconspicuous place. The flag should be on a long, thin pole, and this must be stuck in the ground. The flag may not be placed flat on the ground or hidden in a tree. The pole must be standing, and the flag must be visible at a distance of 25 yards—less if the area is small. Guards may be stationed near the flag to protect it from the enemy, but they may not be closer than 100 yards, or 50 yards if the game is to be played for a shorter time and the playing space is smaller. They may close in, of course, if they spy one of the enemy approaching the flag.

After a reasonable period for hiding the flags, a signal gives the warning that the attack is on. The boys should be cautioned to take their time, for stealth and strategy count as much as swiftness. Players from both teams venture into the enemy's camp to find its flag, the object of the game being to capture the flag and bring it safely across the boundary line into the home camp. Players may be tagged in the enemy camp, and if they are they are put in prison. A teammate may free a prisoner by touching the prisoner's hand while the latter has his feet on the prison. If his teammate succeeds in eluding the guard and touching the prisoner's hand, both he and the prisoner are allowed to return free to their own territory. A rescuer may free only one prisoner at a time, however.

If the flag is successfully captured, it is carried back to the home camp. If the raider is caught before he crosses the boundary line he is put in prison, and the flag is set up again on the same spot from which it was taken. The best strategy, once the flag has been discovered, is for teammates to work together, several of them drawing the guards away from the flag, to give one of their team the chance to carry it off.

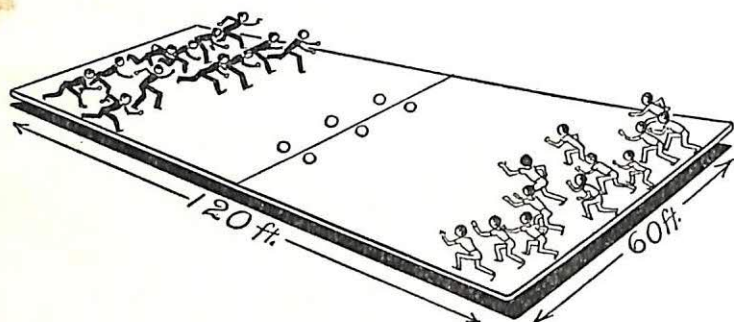
If neither team captures the enemy's flag, the game is won by

the team that has more prisoners at the end of the playing time.

When Capture the Flag is made an all-day event, the teams usually cook their own meals and make the game a real outdoor adventure.

Attack

From twenty to eighty men can take part in this action game, which is played on any level space, 50' x 100' or larger. Across the center of the field two soccer balls, two volleyballs, two basketballs, and two footballs are placed. Teams of equal length line up at the ends of the field which represent goal lines. The



object of the game is to advance the greatest number of balls over the opponents' goal line. At a signal both teams rush for the balls. Soccer balls must be dribbled, volleyballs must be hit with the hand, basketballs must be passed or thrown, and footballs must be kicked. Unnecessary roughness should be prohibited. A point is scored for every ball advanced over the opponents' goal lines.

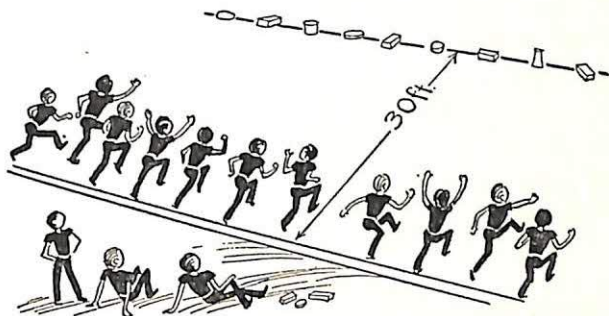
Curtain Ball

For ten to one hundred players. As many balls as possible are used. Stretch a dark curtain across the middle of the play area; it should be high enough and thick enough so that the players cannot see over it or through it. Half the group stands on either side of the curtain, with half the balls in the possession of each team. At the starting signal each team starts throwing balls over the curtain, players attempting to catch each ball as it comes over. The game is scored on a time-error basis, the winning team being the one with the fewest dropped balls at the expiration of the set playing time.

One Out

This elimination game may be played by any number. It requires a level space, 10 to 20 yards wide, the length depending upon the

number of players. For equipment, objects of any type may be used, preferably wooden blocks arranged about 15 inches apart in a straight line along one side of the area. There should be one less



block than there are players. Players line up shoulder to shoulder on the opposite side of the area and at a given signal dash for the blocks. The player who fails to get one is eliminated. Players set up the blocks again and the game continues with one less block each round until the winner is determined.

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WINTER SPORTS

What do you do when winter comes—sit by the radiator and shiver? Or are you one of the increasing number of winter sports fans who are using with so much pleasure the splendid facilities available today?

Here are a few of the outdoor sports offered for your enjoyment:

Ice Sports

Recreational skating
Speed skating
Figure skating

Ice hockey
Ice shuffleboard
Curling

Skating sailing
Iceboating
Other ice games and relays

Snow Sports

Skiing
Coasting
Tobogganing

Downhill ski
running
Ski jumping

Slalom

Ski racing
Skijoring

Snowshoeing

Snowshoe racing
Snow games

Dogsledding

Horse sleighing
Bobsledding

As for facilities, some of these activities require only small areas with little, if any, special equipment or facilities. Others need special structures or large ice and snow areas. You will want to look around and see what your community has to offer.



SKATING

Many who have been brought up in areas with hard winters have a keen interest in competitive speed skating. Skating meets have an important place in the winter sports program. The following are some of the events: 100 yards, 220 yards, 440 yards, one-half mile, three-quarter mile, one mile, and two miles. (Women's races are rarely longer than one mile.) Relays are often featured on the speed-skating program.

Novelty Races

Feature skating events are always popular either for impromptu racing or as special events in a formal speed-skating program.

One-Skate Race

Participants line up at the starting point with one skate on. They cover 100 yards half skating and half running.

Three-Legged Race

Racers go in pairs. Inside legs of the two contestants are fastened together with a strap while skates are put on the outside feet. The course is 100 yards.

Skater and Sprinter Race

A novelty event for ice is a 50-yard dash from a standing start between skater and sprinter. The sprinter wears sharpened spikes, and if he is a good runner he may win.

Tandem Race

Four partners in single file grasp each other at the waist and race against similar teams.

Wheelbarrow Race

Contestant with skates on his feet holds the legs of his partner, who is pushed along with skates on his hands. Instead of skates, the partner may hold blocks of wood in his hands.

Obstacle Relay

Skaters go one fourth of the length of the track and then over tables; another quarter and go under tennis nets holding one foot above the ice; after the third quarter they jump a 6-inch hurdle; during the final quarter they crawl through a barrel with the head and bottom out; then on to the finish. Other obstacles may be substituted or added.

Chariot Race

One participant without skates stands on a shovel in deep knee-bend position, holding the handle of the shovel. Two skaters pull the "Shovel Chariot" in competition with other chariot teams.

Skijoring

Skater has belt around his waist with ropes tied to it. Man on skis holds other end of rope and is pulled by the skater.

ICE GAMES

Many well-known and popular games can readily be adapted for playing on the ice, among them baseball, softball, volleyball, basketball, tag, and running games. They can be played with or without skates and afford great amusement for both players and spectators. Ice hockey and curling, however, are distinctly ice games.

Ice Hockey

This is perhaps the fastest and most strenuous of all modern competitive games. To be a good hockey player, a man must have exceptional stamina, speed, and coordination, and quick thinking is a distinct advantage. Six men comprise a team. The recom-

mended size of rink is an ice surface 190' x 85' with rounded corners. For match play the rink is surrounded by a wooden barrier or wall. The object of the game is to drive a puck into the opponent's goal cage erected at the center near each end of the rink.

Curling

This game is essentially a combination of bowling and shuffleboard. Stones shaped from granite and weighing forty pounds each are hurled from one end of the alley, which is 138 feet in length. The player attempts to spin the stones so that they will stop as near as possible to the center of three concentric circles marked off on the ice at the far end of the court. The circles are 114 feet apart, center to center. Each curler has a broom, which he uses to sweep the ice in front of his teammate's stone as it moves toward the goal. Four men play on each team. After all eight men have had their shots, the stones are measured as in quoits and the score is recorded.

Ice Shuffleboard

This game is somewhat similar to curling but it requires neither expensive equipment nor strength necessary to wield the heavy stones. It is played much as on concrete surfaces, with targets laid out on the ice, either as in official shuffleboard or with concentric circles. The game is generally played by four people, two on each side, and the players have three disks each. When all the disks have been played, each side is credited with the number of points indicated by the spaces in which the disks lie.

Game Variations

Many games that are played on the ground can readily be adapted for use on the ice. For example, a tug of war on the ice creates much interest for participants and spectators alike. Ice croquet is played like ice hockey, with a croquet ball used instead of a puck. Broom ball is another modification of hockey, in which brooms are used instead of hockey sticks and a volleyball or other type of ball is used instead of a puck. Where facilities and equipment for the more formal sports are lacking, many well-known games can be played on an ice surface.

SKATE SAILING

Experienced skaters enjoy carrying a sail to speed them over the ice. This sport can be carried on to the best advantage on a river, bay, or lake where there is a large ice surface. The equipment is not expensive and one doesn't have to be an exceptionally expert skater in order to enjoy skate sailing. The sail is made of duck or unbleached sheeting with a bamboo frame and varies

in size and shape. It may be made for the use of one person or for several, and it is controlled by ropes attached to the sail and the frame on the same principle as on a sailboat.

ICE SAFETY

When natural water areas are used for ice sports, precautions are needed to assure safe ice conditions. Here are a few safety rules:

1. Know the ice. There is more truth than poetry in the rhyme:

One inch, keep off!
Two inches, one may;
Three inches, small groups;
Four inches, O.K.

2. Beware of "white or salt water ice," particularly if a swift current flows beneath. Black ice is the only solid kind and the only ice to trust.

3. Do not skate alone on woodland lake or stream.

4. When spring melting sets in, quit the ice at the first sign of weakening.

5. When crossing a stretch of ice of unknown thickness, carry a pole about 10 or 12 feet long which can be used if you should go through. Ends of the pole can be placed across the hole and used as a support on which to climb out.

6. Life buoys should be placed at deep-water skating places.

SNOW SPORTS

A winter snowfall no longer means that outdoor activities must be suspended, for many forms of recreation can be carried on in the snow. Natural slopes can be used for coasting, and toboggan slides afford one of the greatest outdoor sport thrills. Sleigh rides appeal to young and old, especially when the destination of the ride is a large barn or other place where a square dance may be held. A song leader in each sleigh will add to the pleasure of the excursion. When a heavy snowfall is followed by prolonged cold weather snow sculpture is an appropriate activity. Snow sculpture contests often produce creations of surprising artistic merit. Activities on snow-shoes vary from cross-country races, relays, nature hikes, dashes, and obstacle races to baseball and other games in the snow.

Snowball Bombardment

Two sides line up a good throw's length apart. Each player sets a pole in the snow in front of him and sticks a hard snowball on top of it; he then makes a pile of snowballs, placing them at his feet. Each side throws snowballs at the balls mounted on the poles

of the other side. Meanwhile each player does his best to save his own. The side which has a reasonably large fraction of a ball, if not a whole one left, wins the game.

Snow Dodge Ball

Track two concentric circles in the snow, with radii of 20 and 40 feet, respectively. The group is divided into two equal teams. One team scatters within the inner circle while the other team scatters in the area between the two circles. The center team makes snowballs and throws them at the players on the rim, who try to dodge. While dodging the balls, rim players may not run outside the outer circle, and snowball-throwing players may not run outside the inner circle.

If a player is hit, he joins the team in the center of the circle. The last player in the outer rim wins. Then the teams change places, with the circle team going inside and the snowball throwers coming out to the rim. A variation of this game is to let the outer circle make snowballs and try to hit those on the inside.

Hare and Hounds

One of the group is chosen for the hare. The hare is allowed to get out of sight. The hounds then pursue him, their object being to catch the hare before he can return to the starting point.

Snow Spud

Players form a large circle and number off. The leader calls a number, and the one having that number runs to the center and calls "Spud." As soon as he calls, all players must stop where they are. The one in the center then picks up a snowball (previously made) and throws at one of the players. If he hits the player, it counts a mark against the one hit, but if he misses, it counts one against the thrower. The first player to have three marks against him must stand while each player throws one snowball at him.

Dog Derby

To assure fair competition dogs should be classified by weight, possibly one class for dogs weighing more than 50 pounds and the other for lighter ones. Dogs should not be required to draw more than one-half their own weight, nor should drivers be allowed to use whips. A course of one mile or less is usually followed. In a dog derby, both dog and driver must finish the race in order to win.

Snow Sculpture

Many northern colleges and universities have for years conducted a snow sculpture contest on an interdormitory or inter-

fraternity basis. Frequently contests are promoted by park and recreation departments. Figures may be either chipped or carved from a large pile of snow that has been frozen. Greater possibilities lie, however, when slush is used on a framework of boards and wire to support the figure. Pretentious projects are often developed on an elaborate framework. Additional materials required for making such a figure are a large bucket of slush, a dipper, shovel, paddle, trowel, knife, hatchet, and, if the statue is to be painted, caldome and a brush.

Skiing

Skiing has perhaps had a greater increase in popularity in recent years than any other form of winter sport. The public has come to realize that recreational skiing does not require a high degree of skill, is not extremely dangerous or essentially expensive. Downhill skiing is the easiest and the most quickly learned of all skills with skis. Ski jumping, on the other hand is a dangerous activity which should not be engaged in by beginners. The following skiing events are commonly included in a winter carnival program: 100-yard dash, 220-yard dash, 4-mile cross-country run, relay race, ski-jumping contests, skijoring, slalom racing, and ski proficiency tests. Obstacle races add a touch of fun.

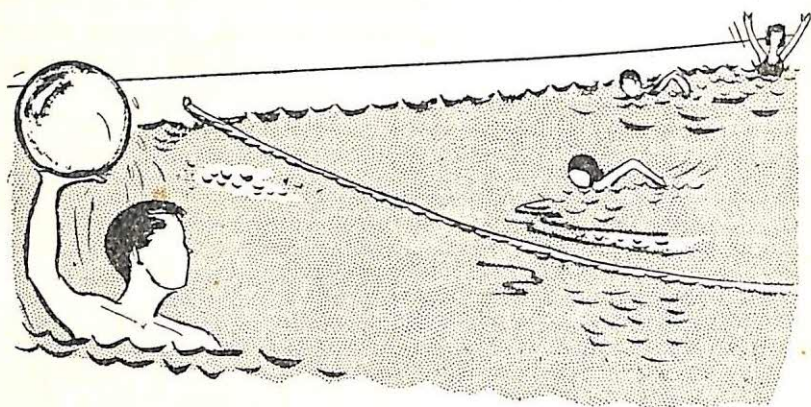


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Part V

WATER SPORTS



You've noticed, no doubt, that in any listing of activities swimming often ranks first in popularity; always it is high in the list. Whether they learned to swim in the old swimmin' hole or in a modern pool, people always welcome the opportunity to get into the water and "do their stuff." It's possible that the sociability which goes with swimming and informal water sports attracts more people than competitive activities, but whatever the reason swimming is certainly "tops."

In addition to general swimming, a water sports program may include swimming instruction, carnivals, and feature events, swimming and diving meets, water games and stunts, swimming tests, and boating activities.

SWIMMING

Instruction

People cannot fully enjoy water sports, nor can they engage in them safely, unless they know how to swim. Increasing interest in aquatics and the important part it played in the war has given swimming instruction a greater incentive than ever before. Swimming classes open up the enjoyment of water sports to many who otherwise would not have an opportunity to engage in them.

Swimming and Diving Meets

The desire for competitive activity finds an outlet in the swimming and diving meet. This type of event is especially popular when teams from different industries, organizations, or institutions

take part, or when participants represent units in the same organization. A tournament may be held at the end of the swimming season to determine the champions in the various events.

A successful meet requires careful advance planning and the services of competent officials, such as a referee, starter, announcer, clerk, timekeepers, inspectors, scorers, and judges. The selection of events depends somewhat upon the available facilities and the qualifications of the contestants. Some events may be arranged for novices, and in some cases handicaps may be allowed. If the meet is to have official sanction, and if records made are to be recognized, arrangements should be made in advance with A.A.U. officials.

The following swimming events are included in indoor and outdoor meets:

Indoor Events

- Free style—50, 100, 220, and 440 yards
- Backstroke—150 yards
- Breast stroke—220 yards
- Relay—220 or 440 yards, four men
- Medley swim—150 or 300 yards
- Medley relay—150 or 300 yards, three men, first to swim backstroke, second breast stroke, and the third any other style.

Outdoor Events

- Free style—100 meters or 110 yards; 200 meters or 220 yards; 400 meters or 440 yards; 800 meters or 880 yards
- Backstroke—100 meters or 110 yards
- Breast stroke—200 meters or 220 yards
- Medley swim—300 meters or 330 yards
- Medley relay—300 meters or 330 yards (three swimmers)
- Relay—800 meters or 880 yards (four swimming)

For both indoor and outdoor meets the following diving events are usually required for one and three meter boards:

- Header forward running
- Backward header
- Isander (half gainer) running
- Backward spring forward dive (back jackknife)
- Half twist forward

Scoring

In deciding swimming and diving championships, winners of 1st, 2nd, 3rd, and 4th places score 5, 3, 2, and 1 points, respectively, except in the relay and long-distance team races where the points

scored by the teams winning the first four places are 10, 6, 4, and 2, respectively.

Swimming Carnivals

A carnival or water frolic in which a variety of activities and stunts are introduced will generally attract a larger number of spectators than a formal swimming meet. A carnival may include competitive swimming events, but in addition original water stunts and novelty feature events, including races and games, are introduced to provide fun for participants and spectators alike. Appropriate music is a valuable asset.

Specialties such as tandem and formation swimming, figure floating, and water ballets are very effective. The routines are built of a succession of simple stunts or strokes combined to form attractive patterns. A swimming team can select its own stroke, plan the figure, and practice for perfection. The waltz stroke is easy for advanced swimmers: three strokes front crawl, roll over on back, and do three of back crawl and repeat. The following routine using this stroke makes a very interesting act: two teams of four or more dive into the pool at either corner of the deep end and swim, to the tune of a familiar waltz melody, to the corner diagonally opposite. The lines cross at the center where the members of one team advance a little ahead of the second team.

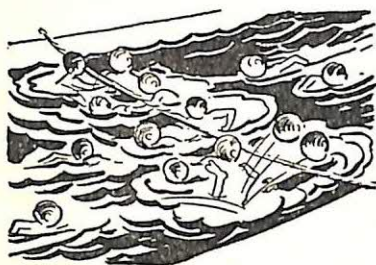
Good swimmers dressed in ridiculous clothes can furnish entertainment between events. A favorite stunt is to wear a great many light clothes and remove one layer after each dive into the water. Novelty dives such as the soldier's dive, which simply means diving feet first with the right hand at salute, add interest. Playing porpoise is another simple individual stunt, in which a person dives to the bottom, rushes off upward and forward to surface and rolling like a porpoise, continues and repeats.

The following is a list of the events that are commonly included in water exhibitions or carnivals:

- | | |
|--|--|
| <p>1. <i>Formal or educational events</i></p> <ul style="list-style-type: none"> Demonstration of strokes Lifesaving demonstration Fancy diving Swimming races Teaching a beginner to swim Canoe safety demonstration Formation or drill swimming Formation floating Water polo or basketball | <p>2. <i>Comic or novelty events</i></p> <ul style="list-style-type: none"> Paddle board jousting Burlesque diving lesson Novelty races and relays—
umbrella, candle, nightgown,
obstacle, disrobing for life-
saving, etc. Comedy diving Tandem swimming |
|--|--|

WATER GAMES AND STUNTS

Leaders responsible for planning aquatic events will find helpful suggestions in the following directions for games, races, and novelty games.

Black and White

Players tread water, leaving lane between two teams who face each other. Starter throws a flat slab, black on one side, white on the other, into lane between teams. Side having the name of the color which shows on the top side of the slab as it floats on the surface of the water pursues the other side

and tags the opponents if possible before they reach their safety goal. All tagged join the side of their captors.

Crab and Crawfish

The players line up in two straight lines facing each other in the center of the pool. Each line has a goal which is the end of the pool nearest the particular line. One of the lines is named "Crabs," the other is named "Crawfish." In saying these words the C-r-a part is drawn out so that neither side may know which is to be called. If the leader calls "Crabs," the Crabs race for their own goal and the Crawfish try to catch them and hold them until the leader blows the whistle. If caught, the Crab becomes a Crawfish and vice versa. At the end of a period the side having the greater number is the winner.

Balloon Ball

Divide the group into equal numbers. One team is massed around an inflated balloon in the water. The other is lined up on the sides of the pool. At a given command or signal the attacking team tries to burst the balloon. The defenders try to protect the balloon. Each team is given a 3-minute period to break the balloon. The team which breaks the balloon in the shortest time wins.

Water Pushball

Played as on land, with two opposite goals. Players are divided into two teams. Each team tries to push the ball toward its own goal.

Follow the Leader (In and Out of Water)

This may be anything but tame if the leader is very agile. A very good test of the amount of breath a swimmer has.

Tug of War

Tie a colored cloth to the center of a long rope. Teams line up on each side of the center. Holding on to the rope with either one or

both hands and swimming any way, players try to pull their opponents.

Log

Five to twenty players. A space is marked off at opposite ends of the pool for the two goals. One player is the "Log." He floats on his back in the center of the pool midway between the two goals. The other players swim in a circle around the Log. Without warning, the Log suddenly rolls over and gives chase. The players try to reach one of the goals without being tagged. If a player is tagged before he reaches safety, he takes the place of the Log for the next round.

Water Basketball

Two peach or bushel baskets are hung 5 feet above the water, 40 feet apart. The game is played like basketball, except that players are allowed to advance with the ball. Tackling and ducking are fouls and penalized by allowing a free throw for goal from a point 15 feet away. There is no out of bounds, and a basket may be thrown from any place in the water. A field goal counts two points, and a goal from a foul, one point. Less exhausting if played in knee-deep water.

Water Schlaag Ball

A group of eight line up, treading water at end of pool. Another group of eight scatter about at a distance of from 10 to 20 feet. Number 1 in group on end bats a light ball, which will float in water, towards the opposing group. As soon as number 1 has done this he starts to swim towards a floating mark placed 30 feet from his starting point. He tries to reach this mark, round it, and return to his starting point without being hit by the ball which has been caught and may be passed about by members of group number 2. If he is hit, he retires from the game.

Fisherman

One swimmer is chosen to be the Fisherman. He treads water in the middle of the pool. All other players are Fish and are lined up at one side of the tank. At a signal from the Fisherman, the Fish swim toward the opposite side of the tank. Those who are tagged by the Fisherman before reaching the opposite side must join him in the center and help tag the others. When a third player is caught those in the center join hands. This makes a net for the Fisherman. Only those on the ends of the "net" may tag; those in the center try to keep the Fish from breaking through.

The Fish now swim toward the center, duck under the water, and try to swim between those who make the net. The last Fish to be caught becomes the Fisherman and the game is played again.

Scramble or Free-for-All

Free-for-all scrambles are enjoyed as much by spectators as by the contestants. A greased watermelon or rubber ball is put in the water. Contestants all try to grab the object and get it to shore alone. When all pile on top it is not so easy but a great deal of fun.

Pigeon

Everyone sits on the edge of the dock with knees under chin and arms clasped around legs or in some other humorous position. On signal everyone must dive in, swim across, and climb out on the float, getting into the "Pigeon" position at once. The last three to climb out are eliminated each time until the King or Queen Pigeon is determined. The title is awarded to the one who is the survivor after all others have been eliminated. If it is desired to shorten the game after about three trials, pick the first one who climbs out and gets into position as King or Queen.

Mount the Barrel

Contestants in turn mount a floating barrel and vie with each other to see which one can stay on it the longest.

Clown Diving

Garbed in a clown costume, carrying balloons, umbrellas, etc., the clowns go through a series of dives, imitating different animals, funny persons, or the various dives performed.

Pillow Fight

Two contestants sit on a greased pole supported over the water and try to unseat each other by swatting with the pillows.

RELAYS AND RACES

Leapfrog Relay

Teams line up in shallow water. The goals are in deep water. At a given signal the last man in each team leaps over the one in front of him continuing until the goal is reached.

Obstacle Relay

The teams line up on shore. At a given signal the first swimmer in each team races to a log or ladder anchored in the water, climbs

over it, turns, and swims under it, returning to starting point upon which the second swimmer follows suit. Other obstacles may be climbed over such as barrels, spars, life buoys, etc.

Disrobing Relay

The first swimmer in each team wears over his bathing suit an assortment of clothing—perhaps pajamas, a nightgown, or a complete outfit of men's or women's clothing. At a signal the swimmer dives in, swims to the opposite end of the pool, where the second member of the team is stationed, disrobes, and hands the clothes to the second player. He in turn dons the apparel, swims to the opposite end of the pool, where the third player is stationed, and so on. Four swimmers on each team are sufficient for this relay.

Retrieving Race

Fifteen or more bright tin plates, colored disks, or corks are thrown in the water. The teams line up on the shore and on a signal all dive in. The team recovering the greatest number of objects wins.

Derby Hat Race

(Farmers' straw hats may be used.) Swimmers line up and jump feet foremost into the water, each wearing a hat. Unless the swimmer is completely submerged, he is disqualified. Recovering their hats, which are left floating on the water when they go under, the swimmers race the length of the pool.

Newspaper Race

Swimmers race length of course reading a newspaper. Paper and hands must not touch water.

Target Jousting

Suspend a dozen or so curtain rings about 3 feet above surface of water. Paste over each ring a piece of white paper with a number on it. Have prizes numbered to correspond. Each contestant starts from bank armed with an ordinary fishing pole. He must swim across pool in three trials and try to break paper in any ring.

Potato Race

Each player has a large spoon with a potato, which he must balance on it. The first member of each team is in the water ready to start when the signal is given. Each successive player

gets ready so that he can start swimming as soon as the person ahead of him has reached the finish line. A container should be provided for the potatoes at the finish line. The team that has all its potatoes in the container first or the most potatoes wins.



Egg and Spoon Race

Contestants, starting from bank or water with spoon held in mouth and egg in spoon, must swim the length of pool without dropping egg. Should egg drop, the contestant must replace it before continuing.

Candle Race

The swimmers line up at one end of the tank. Candles and matches are placed at the opposite end. At a signal the race begins. When the end of the tank is reached each swimmer lights a candle and swims with it toward the starting point. The race is won by the swimmer who first reaches the end of the tank with the candle still burning. The side stroke is best for this race.

Parasol Race

With raised parasol in one hand, or swimming on back holding parasol upraised, each contestant swims to finish line without allowing edges of parasol or umbrella to touch the water.

Balloon Race

Line up the players on the deep end of the pool. Give each contestant a toy balloon. At the signal they start for the other end of the pool, pushing or propelling their balloons without the use of their hands. The player whose balloon first reaches the other side of the pool wins.

Table Waiters' Race

Each contestant is given a tin or paper plate with a stone on it. The one who finishes first with the stone still on his plate is the winner.

Surfboard Race

Mount the board, race across the pool using arms alone or legs alone.

AQUATIC TESTS

Swimming and other water tests afford a useful means of stimulating interest in learning to swim and in becoming proficient in the water. Tests have been devised by a number of national organizations, several of them devoted largely to lifesaving events. The National Recreation Association has issued a series of graded tests covering a variety of aquatic events. These tests have been widely used in the water sports programs at club, camp, and municipal pools and beaches.

SWIMMING TESTS

Recovering an object weighing 5 pounds four times in five trials by surface dives in 8 to 10 feet of water.

Executing back and front jackknife dives in good form.

Floating or treading water for 3 minutes.

Demonstrating four of the following strokes: breast, back, side, crawl, or trudgeon, swimming 50 feet for each stroke demonstrated.

Swimming 30 yards fully clothed, carrying 5 pounds of equipment.

Swimming 10 yards under water.

BOATING

Boating in its various forms claims a large number of enthusiasts. Many types of boating such as sailing, yachting, and motorboating require large water areas and special facilities for storing and caring for the craft. Rowboats and canoes, however, can be used on almost any type of water area. Canoeing especially appeals to both men and women, and it may be used in a variety of competitive events that have a popular place in the water sports program.

Canoe Tilting

This sport creates great fun and interest. It can be held either in a swimming pool or in a natural body of water. Two canoes are used and each has a crew of two, the paddler or navigator who sits in the bottom of the bow facing the center, and the gladiator who stands on the bottom or on a platform raised on the gunwales. Tilting poles 8 feet long and 1½ inches in diameter are used. On the end of each pole is fastened a plumber's suction cup or a wooden disk, which is padded and wrapped after being secured to the pole. The object of the contest is to tilt the opposing gladiator into the water.

Rules for the event vary, but in general the following apply: One member of the team handles the pole, the other handles the paddle and guides the canoe. Neither contestant may otherwise

assist the other member of the team. Fouls are declared if contestants hold or make contact with their opponents or their equipment in any other way than by a joust, if an opponent is struck with the side of a pole or intentionally hit in the face, or if the navigator is struck either intentionally or otherwise. The team winning two out of three tilts is usually declared the champion.

Tail End Race

In this contest there is one person in each canoe. The contestant kneels as far forward as possible in the canoe, facing the prow. He paddles toward the finish line in this position. No backwater strokes are allowed. This race should be run in the direction of the wind if possible.

Canoe Filling Contest

For this event two contestants are in each canoe: one acts as pail man, the other as paddler. Here again canoes should be closely matched for size and shape. Each team has a pail of the same size and material. The object of the contest is to fill the adversary's canoe with water thrown by means of the pail. The pail man is not allowed to push or pull his opponent's canoe or to touch it in any way. The paddler is not permitted to touch his partner or his opponents nor to help his pail man in throwing the water. No bailing is allowed during the contest. In order to win, the crew must remain afloat in its canoe after the opponents' canoe is filled with water.

Hand Paddling Race

For this event crews of from one to four may be used and distances may vary. Contestants may take any positions they desire in the canoe, but only the bare hands may be used in propelling the canoe toward the finish line.

Overboard Race

One or two persons form the crew in this race, which starts off in the same way as for a regular paddling contest. When the leading crew has covered approximately one half of the course a signal is given on which all contestants must go overboard, completely submerging themselves but without capsizing the canoe. They then climb aboard and race to the finish.

A variation of this race requires the canoes to be capsized when the crews go overboard. The canoes are to be shaken out before the crew again climb aboard and proceed to the finish. Two hundred yards is the distance suggested for these two events.

Canoe Tag

One canoe is "It" and tries to tag another canoe by tossing a cork ball into it. Three in a boat comprise a crew. Those in the pursued boats must not touch the ball to interfere with its falling into the boat.

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